

NHL FACE OFF

NFL GAMEDAY

MIYAMOTO'S YOSHI'S ISLAND

DRACULA X

SECRET OF EVERMORE LUNAR ETERNAL BLUE

SEGA'S KOLIBRI 32X

74851 08381 9



Morphmation graphics. A Nintendo brainchild that allows

the characters and back-

grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping Egg fights, screaming babies, visuals to drool over. There's over



vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.



60 levels packed with all-new surprises. Huge expanding bosses.

And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even

into a helicopter...



This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies.

So, you may wanna put on a fresh diaper.



morphs

EDITORIAL ZONE

GameFan Magazine wants to extend an apology specifically to Electronic Arts and the college leagues represented in the game, the CLC and the CF USA, for any damage the erroneous review has caused them. We understand the impact this could have on the reputation EA SPORTS, and we want to assure you that in no way was this article intended to cause harm to Electronic Arts, the college leagues, or to disparage the game COLLEGE FOOTBALL USA '96. In addition to the malicious text included in the September article several errors were found in the rating section. A corrected review of the game appears in this issue (see pg. 106).

August 24, 1995

As you may or may not be aware, tragedy struck the September issue of GameFan in the shape of a sports article. This seemingly unsuspecting review was invaded with some of the ugliest text I have ever read. Though most of the issues were stopped and the page cut out, there are undoubtedly some in circulation.

I know it's a shock but I can assure you all, these comments in no way reflect the beliefs or opinions of anyone on the GF staff. As you, and all of our readers know, the editors of GameFan are as passionate about the Japanese gaming scene as one can be, and hold our Japanese friends in the highest regard.

You cannot imagine, nor can I describe, the shock when we discovered this text. Imagine the reaction of the people here that have worked diligently putting in 250+ hour months to produce the finest quality publication in the industry. People like Nick Des Barres who not only speaks and reads Japanese fluently, but works through the night doing complex Photoshop layouts on Japanese games (it's all he'll play). E. Storm who's dream in life is for the U.S. game scene to mimic Japan's. Andrew Cockburn who visits Japan frequently for GF and has a Japanese wife. It was devastating.

We have spent hundreds of thousands of dollars establishing ourselves in Japan, through extensive travel, entertainment, our office, and employees. Game You 2, a popular Japanese arcade magazine, does a monthly column on GameFan because our import coverage is so extensive. This was like getting hit by a freight train. And it runs us over every day.

What's worse is knowing that it's out there and we're not standing beside you to give you an explanation. The halls of GameFan are littered with confused, dejected editors. We work extremely hard to deliver a magazine of this quality and this just hurts. It hurts bad.

This offensive text was actually littered throughout GameFan and was caught prior to shipping final film. We thoroughly believed we caught it all, however, the page in question slipped by undiscovered. For this we can not express how sorry we are. We were on the tail end of a 72-hour marathon shift to get you the very latest, as usual, and went into simultaneous massive shock when we found this absurd planted text.

GF is a busy place around crunch time as editors have sources and friends in to either gather information, search the net, help on articles, or play a little Tekken 2 while images are processing. Apparently we were victims of the worst joke in video game publishing history. We are currently doing all we can to reprimand the responsible party and insure that this doesn't happen again. In the meantime, I feel compelled to reiterate how very sorry we are.

Anyone who reads GameFan religiously knows that out of all the game publications out there we cover the imports more than anyone else. We were the first with an office in Japan and have many friends there. We're the guys fighting to make the U.S. industry as cool as the Japanese. This is obviously why this joke text was formulated in the manner it was. Someone knew exactly how to really hurt us, personally and professionally.

By blowing this incident out of proportion we will only promote the intent of the unfortunate text, so I ask that you please not only disregard these harsh words completely but tear them vigorously from your GameFan and aim for the nearest recentacle.

Most of you who have called in stood by our side and reinforced your support for us. Your understanding is a great comfort and gives us even greater incentive to continue bringing you the best editorial product on the market.

I'd like to publicly apologize to Namco. Unfortunately, they were the victim of the ugly text. We sincerely thank Namco for being gracious and understanding regarding this delicate matter. They, and our readers know, that we hold them in the highest regard. In fact, in the same issue Namco not only has a spot on the cover, but Air Combat, which was the focus of the text in question, is reviewed on page 28 and received stellar scores in Viewpoint (88, 95, 93).

We would not and have not ever knowingly attacked a third party. We are honored to be a part of this industry and have the utmost respect for all of the manufacturers and developers. Those who have dealt with Jay and myself know this. Of course, the fact remains, when all is said and done, this should never have happened in the first place, and it is ultimately our fault (especially mine) that it did. Safeguards against such acts have been put in place at every juncture, right up to the presses. I guess you can partially chalk this up to naiveté as well. We just never stopped to think that something like this could happen. We're too busy playing games and darting around California for product and stories. The letter you see below is for all of our Japanese readers. To you especially, we apologize whole heartedly. Please try to find it in your hearts to forgive us.

You know, as fate would have it, my original topic for this month's Editorial Zone was the difference between the Japanese and U.S. gaming scenes. After seeing the Astal box (sorry, Sega), and playing all these awesome import RPGs, I thought it was time to get up on my soap box again. Game music CDs, Anime, fantastic art, color manuals, TV shows, you name it... They are passionate about their games. I'll talk more about that in the November issue. What a month...

お詫び

当雑誌の9月号に冒涜な言葉が印刷されてしまった事について、私ども編集部として、ここに深くお詫び申し上げます。部外者によって、引き起こされた行為とは言え、今後このような事が起こらないよう、私ども編集部は全力を尽くし、読者の方々に引き続きご愛読いただけるよう努めます。



REPRESENTATIVE CO.

RALPH, TERRY T., JAY MOON, MELINDA M. TOM S., Mike L., Andrea, Tom C., Jennifer B., Matt, Kevin H, and all of our readers!

> ABC AUDIT & MEMBERSHIP APPLIED FOR: NOVEMBER, 1994

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ゲームファン編集部

IF YOU LOSE, YOU BETTER GET USED TO THE SMELL

OF ROTTING FIEST

PRIVIDE IN THE PRIVILE OF THE PRIVIL

Sega Visions had this to say about Virtual Hydlide: "To experience RPG any more real, you would have to go there yourself."

We couldn't agree more! Virtual Hydlide offers players the first fantasy RPG for any of the Next Generation Systems. Discover the ultimate 3-D fantasy realm in this incredible adventure for the Sega Saturn!

You become a hero, born to the sword. Your mission is to free a magical realm known as the Dream World from the reign of undead marauders who have conquered this once peaceful land. By use of sword, shield and your very wits, you must battle the forces of evil. Collect gold, precious gems and rare magical artifacts that can boost your fighting prowess beyond that of your supernatural enemies. Succeed, and the Dream World lives again. Fail and you may become one of the walking dead!







FEATURES:

First 3D polygon Action RPG for any New Generation System!

Digitized main character for the ultimate in realism!

Computer graphics and 3D backgrounds created on high-tech work stations!

Unique 'Create World' function — Explore a new world every time you play!

Use magic potions, rings and weapons in your heroic quest!

Over 40 billion possible worlds awaiting your exploration!



This official seal is your assurance thast this product meets the highest quality standards of SEGA™.

Buy Games and accessories with this seal to be sure that they are compatible with the Sega Saturn¹⁶ System.

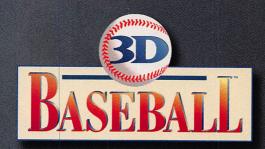




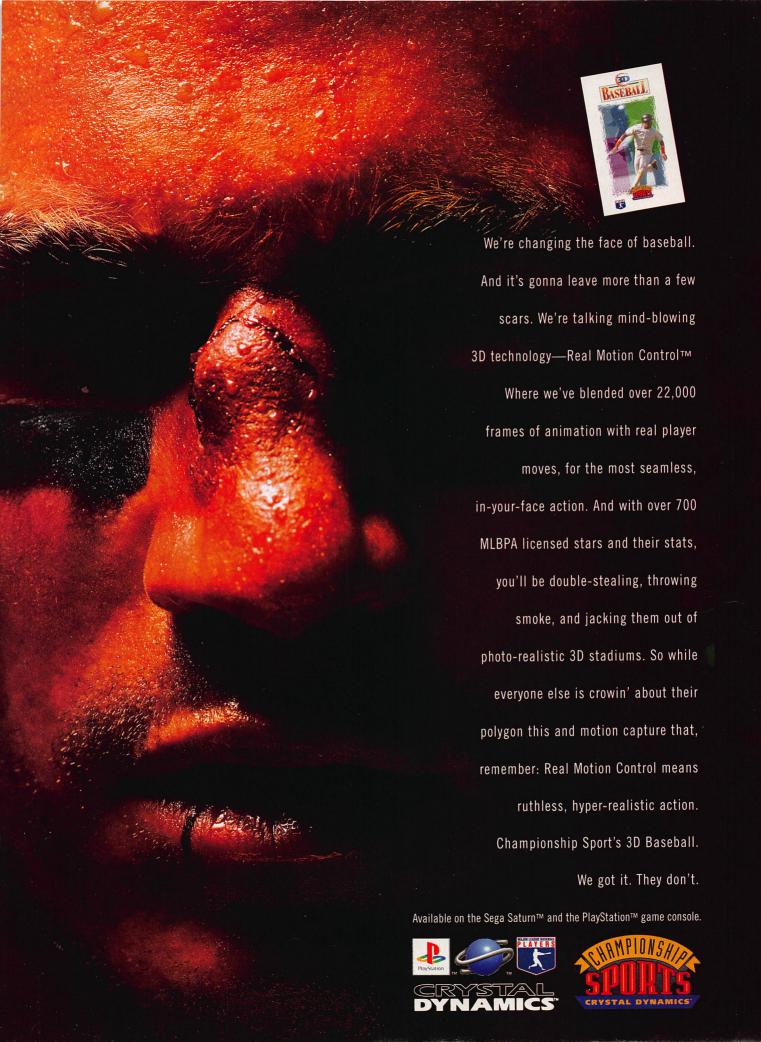




7145 Von Karmon Avenue, Suite 110 rvine, CA 92714 14-852-2351



IT'S GONNA BRUISE MORE THAN EGOS.



SINJENIS



and Blue Sky's new action hero, Vectorman are looming on the horizon. Genesis still does!

PAGE 26





TWISTED METAL PAGE 31

RAYMAN PAGE 40





PRIMAL RAGE PAGE 52

KOLIBRI PAGE 62





ZERO DIVIDE PAGE 72

DARKSTALKERS PAGE 31









KING OF FIGHTERS '95 **PAGE 116**

RESIDENT EVIL PAGE 122





COVER

STORY

Just as the wave of

new 32-bit systems

are about to come crashing down, out

comes Vectorman, a truly power packed

16-bit wonder! Who

16-bit

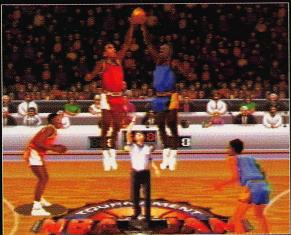
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said

dead?

GAMEFAN Original Art

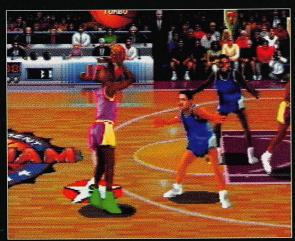
By: Terry Wolfinger



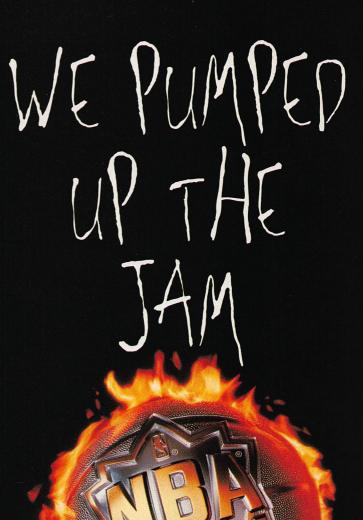
ARCADE GRAPHICS AND BIGGER PLAYERS!



INCREDIBLE MONSTER JAMS!



ALL-NEW MODES OF PLAY!



It's the greatest NBA® JAM TE™ yet! This Jam takes it to a higher court with stunning graphics, player scaling, full motion video and the actual big heads and baby mode arcade feature! Plus, you get updated player rosters, all-new secret characters, and mind-blowing stereo music and sound F/X! NBA Jam TE...Get Pumped!







SEGA SATURN

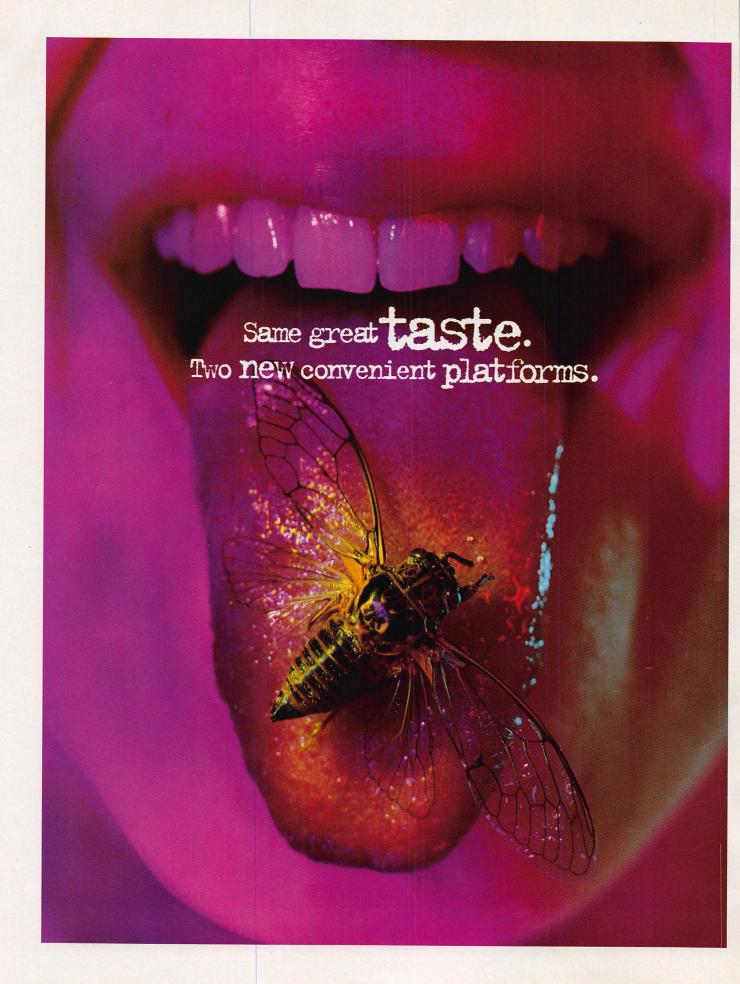






TOURNAMENT EDITION

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Stand back as GEX makes the leap to 2 new platforms, Sega Saturn™ and the Playstation™ game console—where he's still your tongue-snapping, SMart-ass alter ego. With a gravity-defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels. And thanks to

good taste, right?

HBO® comedy star Dana Gould's voice-overs, 300+ wicked one-liners and sound effects mean Major attitude. Oh, you'll bust a few of Miss Manner's rules in this 32-bit battle for the remote control. But hey,



Dining out means crunchy dragonflies, juicy grasshoppers, and fat, hairy caterpillars. Not exactly the Colonel's snak n' pak. But lip-smackin' good, all the same.



Each world inspired by golden moments in cheesy pop culture. Like Kung Foo, that Indiana jungle dude, and Frank N. Stein. (Legal weasels require we be vague.)







Available on the Sega Saturn and the PlayStation game console.



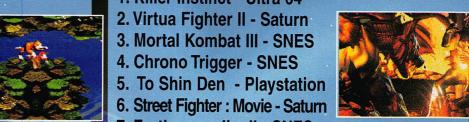
READERS' TOP TEN

- 1. Donkey Kong Country SNES
- 2. Final Fantasy III SNES
- 3. Mortal Kombat II SNES
- 4. NBA Jam T.E. SNES
- 5. Panzer Dragoon Saturn
- 6. S. Street Fighter II Turbo 300
- 7. Daytona USA Saturn
- 8. Earthworm Jim Genesis
- 9. Virtua Fighter Saturn
- 10. Samurai Showdown II Neo Geo

READERS' MOST WANTED

1. Killer Instinct - Ultra 64

- 7. Earthworm Jim II SNES
- 8. Cruisin USA Ultra 64
- 9. Starfox 2 SNES
- 10. Diddy's Kong Quest SNES



DEVELOPERS'1. Dracula XX - SFC

Seth Mendelsohn

- 2. VF Remix-Saturn
- THIS MONTH'S GUEST DEVELOPER: 3. Daytona USA -Saturn
 - 4. Final Fantasy 3 SNES
 - 5. Red Alarm Virtual Boy



- 6. Tekken PlayStation
- 7. Clockwork Knight 2 Saturn
- 8. DarkStalkers PlayStation
- 9. Ridge Racer PlayStation
- 10. Astal Saturn



of Boss Studios

- 2. Shining Wisdom Saturn
- 3. Rayman Saturn
- 4. Yoshi's Island SNES
- 5. EWJ 2 Genesis
- 1. Yoshi's Island SNES
- 2. Street Fighter Alpha Arcade
- 3. KOF '95- Neo Geo
- 4. Tekken 2 Arcade
- 5. Lunar Eternal Blue SCD
- 1. Yoshi's Island SNES
- 2. Shining Wisdom Saturn
- 3. KOF '95- Neo Geo 4. Pulstar - Neo Geo
- 5. D's Saturn

- 6. Shinobi Legions Saturn
- 7. Clockwork Knight 2 Saturn
- 8. Bug! Saturn
- 9. Vectorman Genesis
- 10. Philosoma PlayStation
- 6. Mystic Ark SFC
- 7. Shining Wisdom Saturn
- 8. Philosoma PlayStation
- 9. Front Mission SFC
- 10. Tengai Makyo Shinden Neo Geo
- 6. Layer Section Saturn
- 7. RayEarth Saturn
- 8. Twin Bee Deluxe PS/Saturn
- 9. Zero Divide PlayStation
- 10. Rave Racer Arcade

- 1. Yoshi's Island SNES
- 2. Street Fighter Alpha Arcade
- 3. Resident Evil PlayStation
- 4. Clockwork Knight 2 Saturn
- 5. KOF '95- Neo Geo
- 1. Yoshi's Island SNES
- 2. Street Fighter Alpha Arcade
- 3. Tekken 2 Arcade
- 4. Chrono Trigger SNES
- 5. Zero Divide PlayStation
- 1. Yoshi's Island SNES
- 2. Chrono Trigger SNES
- 3. Arc the Lad PlayStation
- 4. Shining Wisdom Saturn
- 5. Street Fighter Alpha Arcade

- 6. Slam N Jam '95 3DO
- 7. Loaded PlayStation
- 8. Killing Time 3DO
- 9. Tekken 2 Arcade
- 10. Dracula X SNES
- 6. Loaded PlayStation
- 7. Shining Wisdom Saturn 8. KOF '95- Neo Geo
- 9. Rave Racer Arcade
- 10. Rayman PlayStation
- 6. Jumping Flash PlayStation 7. Philosoma - PlayStation
- 8. Zero Divide PlayStation
- 9. Bug! Saturn 10. Light Crusader - Genesis

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

A FREE year of Diehard Game Fan! The best magazine in the Universe!

to last month's winners: First Prize: Frank Rupp Sourbeer Cumberland, RD

Second Prize: Jimmy McGhee Lemoore, CA

Third Prize: Amin Ramzan Taft, CA

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write GameFan Top Ten with self addressed & stamped envelope.

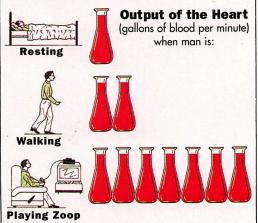


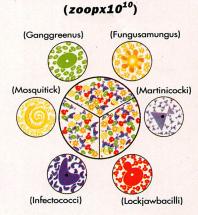
AMERICA'S LARGEST KILLER OF TIME

ZOOP - YOU MAY ALREADY BE ADDICTED











A healthy Iris



The same Iris after Zoop

The stages of Zoop (what to look for)

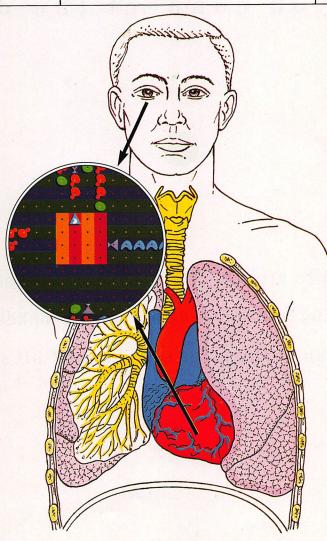






(Level 72)

(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop





Genesis"







Game Boy®







Macintosh®





PlayStation"

Saturn"

How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination,

balance

the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat















Can you connect the dot?

If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.



The best graphics in the known universe. Twice the bits for half the price. And over 40 brain-scorching games to choose from. If you still don't get why the Jaguar's a better deal, take two smart pills and call us in the morning.



Defender 2000™ Defender 2000¹⁵⁸
What you've been waiting for. More enemies, more weapons to destroy them with Plus 3D graphics for killer explosions and ear-shearing sound.

RaymanTM

It's a dream come true. You're a superhero bat-tling the arch-nemesis



attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.

FlipOut!TM Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmaj, strange little

aliens taunt you as you try to solve these puzzles.

Ultra Vortek^{tan}
With at least six special
moves each, these are seven
fighters you don't want to
meet in a dark alley. But meeting them on a video screen is
pretty cool. Especially when
you kick their butts.



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Pitfall: The Mayan Adventure"
You're the son of Pitfall
Harry, scouring the Mayan
jungles for your kidnapped dad. Feature filmquality animation makes
for pendulums that slice
and crocodiles that bite.

从ATARI® 64-BIT INTERACTIVE MULTIMEDIA SYSTEM



White Men Can't Jump™ Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multiplayer adapter for four-player action.





How do they do that?

Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. Touch-tone telephone required. USA only, Atart Jagus' information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Includes Jaguar and one controller, ATARI, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari Corporation. ©1995 Atari Corporation, Sunnyvale, CA, 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. Defender 2000™ is a trademark of Williams Electronics Games, Inc. FlipOutl ©1995 Gorilla Systems Corporation. All rights reserved. Licensed to Atari Corporation. Activision and PITFALL! are registered trademarks and Pitfall: The Mayan Adventure is a trademark of Activision, Inc. All rights reserved. ©1995 Activision, Inc. Rayman ©1995 UBI Soft Entertainment Inc. All rights reserved. Ultra Vorlek ©1995 Beyond Games, Inc. All rights reserved. Ultra Vorlek is a trademark of Eventury Fox Film Corporation. All rights reserved. White Men Can't Jump™ and associated characters are trademarks of Twentieth Century Fox Film Corporation. Licensed to Atari Corporation.





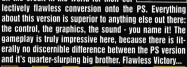




I really, really wanted to like ESPN Extreme. With everything this game had going for it, from the next-gen 3D BG's to the unique game play environ-ment, it was a game that could have

ment, it was a game that could have cracked the top five on PlayStation... to me it just didn't make it. I feel that the game play is a bit plastic and doesn't have the immersive feel of Road Rash. The realism is great but this game seems to lean too heavily on memorization of obstacle layouts and not on pure, all-out, reactive movement. I can see how others would appreciate Extreme, but the style isn't for me.







ESPN Extreme Games is one of the select few sports games that I'm actually partial to. The first thing

you'll notice when you see this game in action is the fluid scaling and 3-D graphics. I was encouraged enough by the general look of this game to play it to death. The reason I dig ESPN Extreme is because it's one of the few sports games with swhich non-sports game neonle (like me) can which non-sports game people (like me) can just sit down and have a good time. I recom-mend it, even if sports isn't your thing.



be one of the biggest PS system sellers this fall. Aside from the Shang Tsung morphing situation, I can find next to no faults here.

G C P M O (9) (8)





After playing the PS version of Rayman I didn't think it could get any better, but it does. Is it just me or is this version a touch faster? I like the cool FX at each level's end and I love the new intro. The developers cared about this game, and it shows. The game itself is as vast and fun a platformer as you'll ever play, and the music is at times incredible, but always good. I guess I can start looking forward to the sequels now... as soon as I find that last Electoon. C 0



To start, let me say that I am so unbe-lievably pleased that Capcom of Japan reprogrammed the atrocity that was the American arcade game and urned it into real SF. To spend the time to not only completely re-code the thing, but add in animation frames that were

missing from the coin-op shows that Capcom truly cares. That said, I still couldn't get excited about this game. I felt it was too slow and the digitized graphics were still (generally) cheesy...but what the heck it's SSF2T with a few more moves, a better way to spend the afternoon than with most other games!



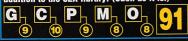
I'll play as many corridor games as you can plug in to my Saturn as

as you can plug in to my saturn as long as they offer me something new and different, and Robotica does. Rather than just laying waste to helpless humans and scary monsters, in Robotica, you must use strategy, as well as skill, to reach your goal. The 3D effects, soundtrack, and CG's are all fitting examples of 32-bit power. My only complaint is a lack of diversity, but it's understood as the a lack of diversity, but it's understood, as the game must stay true to its theme.



I may not be a VF fan (I'm more into SF/MK/Neo•Geo), but this particular version held my atten-

tion. A truly great game makes you say, "I can't believe the system is doing this," and that was my constant response to VF 32X. The frame rate is basically perfect with no flicker or nothin"... it feels just like the coin-op. The audio is as good as I've heard on the 32X. The four new camera angles are actually USEFUL. A marquet addition to the 32X library! (Such as it is.)



In the wake of the spectacular PS version I was hoping the Genesis version would be extra special, and it truly is! Whatever tricks Williams used to get the extra colors onscreen, it was worth it. The game is reasonably smooth and I only noticed a few rough areas. A solid and komplete home edition of the coin-op, this just shows the everlasting capabilities of the 16-bit workhorse Genesis. When you consider that Shang Tsung is busted in the PS version, this is the better-playing version. is the better-playing version.



Lunar marks my fond farewell to the Sega CD. I actually waited for the translated version this time rather than playing through the import as I normally do. Lunar EB is as good a 16-bit RPG as you'll ever

play if you can look past the drama-draining modern day jokes that really break the mood. I don't know who Lunar 2 is aimed at but I felt a tad insulted at times. That's why I play imports. RPG's are my escape, and should be commercial free.

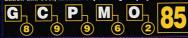






If I had to describe Street Fighter the Movie in one word, it would be "surpris-ing." Good news, Street Fighter purists... and bad news for fans of the heinous arcade game: This plays exactly like





Break away from the commercial blood squirting 3-D adventures of the 90's, and step in to some big steel. I love scootin' around rather than walking with a cheesy (and by

now completely over-used) pisto-la'. I won't miss that lame head in the bottom middle of my screen either, twitchin' to and fro. This is a really cool game that regenerates its maps each time you play. It's not overly testosterone pumping, but a great way to just kick it and get into a groove.



At first glance, VF32X looks very, very painful, probably because I'm totally spoiled on the Saturn version. In true AM2 style, how-ever, the 32X version plays iden-

tical to the coin-op, and comes loaded with new features: multiple colors, several camera angles, and a cool tourna-ment mode. 32X owners will probably love it, but it goes without saying that the die-hard gamer must have the Saturn edition.



The venerable Genesis may be limited in terms of aural and visual power, but that doesn't mean it can't handle a company to the company of th

that doesn't mean it can't handle a close translation from a super hi-tech game. The sights and sounds in the Genesis-borne incarnation of MK3 may need some work, but it's an excellent port, all things considered. Cramming all of the arcade game's gameplay and abundant features into a 16-Bit cartridge must have been like moving a mountain. My hat goes off to Williams for a brilliantly executed (albeit quite scaled down) translation. I'm no MK3 worshiper, but I really got into this one!



Reviewing this undeniably almighty RPG is painful for me, as I am faced with the greatness of Game Arts' staff of ultra-laented artists, musicians, game designers, and scenario writers, and the pain of Working Designs' writers.

The Japanese Eternal Blue ranks as one of the best games ever made, yet WD broke the magic experience gailles ever index, yet vib once the major experience point system and ruined the translation with oute play-ground jokes aplenty. But even after all the injustice EB has been put through, you still HAVE to buy this game if you consider yourself at all infatuated with RPG's.



Chalk up four phenom platformers for the Saturn, including the as-yet-unreleased-Saturn, including the as-yet-unreleased-in-the-Us, CK2. Is Rayman the best of the bundle? It's anybody's race. CK2 is visually shocking, but short (I scored it too high as it came in last minute, thinking it would be longer), Astal is a Van Gogh, and Shinobi is well, Shinobi. Rayman has it all, huge levels filled with hidden secrets, amazing art, a superb sound reach and learth to hum. The grangular continues to

track, and length to burn. The gameplay continues to expand as the huge game unfolds, and by the end of the massive adventure, you're so vigorously tuned in, you'll be looking for Electoons under your bed. Fantastic!



Hard-core fans of the arcade SF: The Movie may be disappointed with the home version of the game, but I feel this game blows away

the coin-op. This game combines decent digitized graphics with blissful Super SF2 Turbo gameplay. Although the elevator "muzak" nearly put me to sleep, the SF Alpha-esque voice samples and the multiple super moves more than made up for it. If you like digitized graphics and Street Fighter 2 gameplay, your game has arrived.



Although I'm not the biggest fan of Doom-style games, I did enjoy this game. I really liked the dark, futuristic theme of Robotica, and the 3-D scaling

was smooth as silk. The graphics are detailed, the PCM music is ultramoody and the control is great. I really liked how the levels change every time you play it - this gives the game a long replay value and a high degree of challenge.



This game should be titled Virtua Fighter plus. With six camera angles, tournament mode, and the ability to manipulate the ring to any size, this is almost like a sequel. Although the

polygon count is far from the Saturn's, the characters look great and the anima-tion is identical. SOA's even got the sound chip turnin' and burnin'. I must say this game was a pleasant surprise. I didn't expect VF32X to be all that it has become. With the new low price and the deal on this game, the 32X may get its second wind.



MK 3 Genesis stands as (what I believe to be) the best translation possible on the Genesis. The 32-megs are packed to capacity with all the elements from the arcade, no missing voices or music this time! You'll be amazed at the amount of on-screen color, especially during the static full-screen character shots. Of course the game graphics are a bit grainy and the sounds have a bit of static, but remember this is Genesis. If you own only a Genesis, then this should be at or near the top of your Most Wanted list.



This is without a doubt the best Sega-CD game ever, and Working Designs deserves many commendations for bringing it out here.
However, their bad habit of taking serious text and turning it into

serious text and turning it mile cutesy-stupid silliness cost it quite a few points with me. Also unnecessary was the added difficulty. The game takes 40+ hours to beat in its original form, after all. As bad as the translation is, this is still a spectacular game, tull of excellent music and animation, and is easily one of the best RPG's of all time.





RAYMAN SATURN UBI SOFT • CD ACTION PLATFORM



SF THE MOVIE SATURN ACCLAIM • CD FIGHTING



ROBOTICA SATURN ACCLAIM • CD 3D ACTION



VIRTUA FIGHTER 32X SEGA • 24 MEG FIGHTING



GENESIS WILLIAMS • 32 MEG



LUNAR 2 SEGA CD WORKING DESIGNS • CD RPG







favorite arcade games way back 00 when. It's nice to finally see an **EXACT** translation. It may not be too impressive to look at by today's standards, but don't pass it up if you're interested in shooters! The gameplay is still as enjoyable as it was years ago in the arcade version. All that's missing is that big cluncky arcade stick! A true piece of history comes home. C P M 0

(8)





C P M

Perfection, and nothing but, is what you'll find here. There is so much game play innovation I could cry, and at every turn you'll find a new enemy, environment, graphic effect, or game play technique. Some of my favorites are when you start pushing the snow-packed boulder down the hill, the machine-gun spitting, the little Mario invincibility/cape power-up... the list goes on forever. Possibly the best platform game of all time, and definitively the best game of '95 so far.

C P M O

Once I got over my initial disappoint-ment with the lack of the multi-direc-tional whip and swinging from CV IV, and the deletion of multiple charac-ters from the PC Engine, I took a look at Drac X for what it is... still purely

INCREDIBLE. With an award-deserving music score rich and full backgrounds, and the game play I love, this stands as the second best SNES game of the year. MANY paths add true replayability... Even if this isn't the pinnacle of Castlevania, it's better than 90% or more of all other platformers!

C₁ P₁ M₂ 0 (9)

Last year's world-beating fighter gets its first annual refacing, and what an upgrade it is! When you consider an entire new team, team editing, and the spectacular new backgrounds and animation, it adds up to my second favorite fighter of year behind only SF Alpha. In certain ways I think King is better than Alpha, especially the BG's...how is it the Neo•Geo, at least three years older than CPS II, beats it hands down? King's biggest problem is the damage control, 3/4 life for a combo WHICH DIZZIES is outrageous. Please fix that next year, SNK.

C P M O

9

The folks at Sonic Team have studied the Zelda series, and learned their lessons well. Shining Wisdom isn't quite as well thought out as that leg-

zendary series, but outside of Zelda it's the top in its genre. The graphics don't get good 'til later on, but the music rocks throughout and it has a pretty clever storyline. I just wish you could equip boots

0

and a sword at the same time. P C M 7 9

No one's denying that D's is short and easy, but it's definitely a masterpiece. I really can't explain to you how a genre (interactive movie)

that's produced almost nothing but crap could have an innovative, imaginative, astounding title like this. It doesn't even matter if you hate this genre, you WILL like this game. At least give it a chance!

G C P M₁O

Yes, Night Striker is a perfect translation of the coin-op. But so what? Does anyone really want to relive the awful scal-

ing, screeching music, and twitchy control of the arcade? This would have been pretty cool in '89, but those days are far, far behind us. As if that wasn't bad enough, it's incredibly easy as



YEAH! Finally a perfect translation of my favorite arcade game of all time! Honestly, though, Night Striker is a 100% perfect version of an arcade game that today is painfully dated, with its hyper 16-bit scaling objects and severely one-track gameplay. The game ends in less than ten minutes, too... not my idea of shooting joy. If you absolutely loved the arcade game, than by all means pick this up - it is, after all, perfect. I, though, will pass.



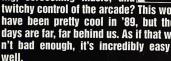


SW smokes Centy and is near enough to Zelda's glory

to demand a purchase by any Saturn owner. 0

G

C, P, M, O



Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.



You're overrun by mobs of ravenous Hordlings, each blessed with huge, colon-blasting appetites.

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grimthwacker (It's a sword).

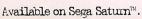


Forget about fields of dreams. With The Horde, it's more like little slaughter-house on the prairie. See, we've injected arcade-style, belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and

hiring archers, enjoy some serious, gut-popping swordplay. 'Cause man, these neighbors really bite!











(Game Pro 3DO™ review.) **6 6 6**

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"If you're going to fight, do it outside."

Even your mom knows

Street Fighter II is on Game Boy.





Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy®. She knows its nine levels of destruction can't be contained by the four walls of your lovely split-level suburban domicile. Knows Street Fighter II is finally loose on the streets where it belongs. Knows all about the

Special Moves, the fists, jabs, jukes, punches. She knows

flaming fireballs, spinning backblocks, flash kicks and sucker

that with the

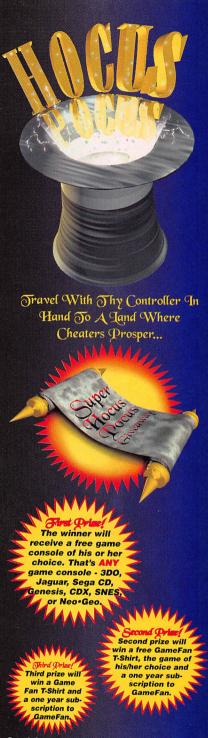
two-player mode she can kick

your butt on Game Boy or Super

Game Boy®. Your momma is one bad lady.

No wonder she wears combat boots.

Nintendo[®]



Send in your codes... good, bad, or ugly. We'll look em' over and choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, the only place where cheaters prosper. (Current subscribers who win a sub. will receive a one year extension.)

CONCRATULATIONS

to this month's winners: First Prize: Jeff Kreger Woodland Hills, CA Second Prize: Kwesi M. Adebisi, Fernpak, FL Third Prize: Deny Chang, Hollywood, FL

SEND YOUR CARDS ARR LETTERS TO

Hocus Pocus 5137 Clareton Dr. Suite 210 Agoura Hills Ca. 91301



BUG! (Saturn)
Unlimited
Continues

To get unlimited continues, complete the entire first act (1, 2, 3, and the finale). Then, when you die and the game recycles, wait until

the screen reads "Press Start." Hold the directional pad to the RIGHT and press START. Then, when it says "Start Game" and "Options," do the same thing. Now you will be able to restart where you left off indefinitely. Jeff Kreger Woodland Hills, CA

GEX (3D0)

Speed Power Up

To power up Gex's speed, pause the game and enter the following quickly while holding the R button: Left, C, Down, Right, Up, Up, Up, Right, Right, then unpause.

-Kwesi M. Adebisi, Fernpak, FL (or is this FERNPARK??)



(PlayStation)
Use the

Enemy Sleds

To use the five enemy sleds, simply enter the following code at the title screen: Up, Left, Down, Right, Up, \triangle , Up, Right, Down, Left, Up, \bigcirc .

Now, listen for an explosion to verify the code worked. When you start and go to the charac-

ter select screen, just scroll to the right to choose from the CPU enemy sleds!

-Jeff Smith, Texarkana, Texas



EARTHWORM JIM SPECIAL EDITION (Sega CD)

Home grown Jim codes! Check out these codes! Do them while paused and then resume

Configure: A+B, C, C, A, A, B, B, B+C. Finish: B, B, A, C, A+B, A+B, A+B. A+B.

Invincible:

A+B, A+B, C, A, Right, Right, Left, Right.

STREET OF LEVEL ST.

Jimmy Jim: B, A, A, A, A, A, B, C. Redhead: C, A, A, A, A, A, B, C. Energy: A+C, B, B, C, C, C, A, B. Life: A+Up, B, A, C, A, A, C, B.

Mapview:
A+B, C, C, C,
A, B, B, B.

Game End: A+C, A+C, A+C, A, B, C, B, A

-Nick Jones, Shiny Entertainment

GUARDIAN WAR (3D0)

Cheat Menu

Start a new game or load a saved game. When the menu



screen appears, press the L, R, and C buttons together. The flags should stop flapping. Now, press Up, Down, Left,

Right, and a Japanese text menu will appear. From top to bottom, the options are: Load Game, Equip Characters, Enter a Shop (where you can buy any item in the game), +10,000 Gems (can be used repeatedly), No Battles, Coordinates.

Free Movement, Use All Attacks in Battle, God Mode, and a Map.

X-MEN 2 (Genesis)

Level Skip

To skip levels, pause the game and enter: Left+C (repeatedly), Up, Up, Left, Down, Down, Right, and C.

-Deny Chang, Hollywood, FL





MORTAL KOMBAT 3 (SNES)

The following code is entered from the main menu (the one with START and OPTIONS). Cheat Menu #1 (Kool Stuff): U,U,D,D,L,R,A,B,A.



MORTAL KOMBAT 3 (Genesis)

The following code is entered from the main menu (the one with START and OPTIONS): Cheat Menu #1 (secrets): A.C.U.B.U.B.A.D.

(Look for ALL the Killer MK3 codes in MORTAL KOMBAT 3 KOMPLETE, coming from GameFan Books in October)

















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..INGENIOUSLY WRITTEN...

...A MAGNIFICENT RPG...

Game Informer

...INCREDIBLY FUN TO PLAY...

50 Minutes of Animation!
Over 90 Minutes of Spoken Dialogue! Hours of Incredible Music! 60 Hours of Gameplay!



In The Darkest Hour,

Hope Springs Eternal.



Our games go to 11!

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RYU: The wandering warrior defeats Sagat, his greatest enemy. The heart of this valiant fighter will never rest!

KEN: He and Ryu are happy together once again, but Ken must now leave for America. There he meets Eliza.













CHUN-LI: She defeats Bison, but she has underestimated him. Bison punches her, sending her to the hospital. When she recovers, she will seek the man who murdered her father!

ROSE: In one giant effort Rose summons ALL her soul power to defeat Bison. She has won, but at what cost? Bereft of her soul, she dies, and tragically Bison lives....











CHARLIE: The army hero has defeated Bison, the drug kingpin. Charlie radios in for back-up... but he's too slow. Bison has recovered and he captures Charlie, taking him prisoner. Will Charlie live or die? Remember Guile's story in SF II....

BIRDIE: He is now "the strongest Street Fighter in the world." Bison is impressed and offers him a place in Shadowloo.













GUY: The good-hearted bushin karate warrior has defeated Bison, destroying a truly evil man... or has he? Bison may yet live and exact revenge upon Guy.

SODOM: He has rebuilt Mad Gear! He unveils the "new" name of the group, which is written in ancient Japanese lettering. The other Mad Gear members laugh at him!













ADON: The learner is now the master. Adon beats his teacher Sagat. Bison asks Adon to join Shadowloo, Adon tells him to forget it. Bison is offended, now they will fight!

AKUMA: He thinks about Gouken (Ryu and Ken's master who he murdered) and Goutetsu (the old man who was Gouken's master). There is no one left to challenge Akuma!











SAGAT: He beats Ryu, but his thoughts are still troubled... could Ryu have been holding back? Bison tells Sagat to forget Ryu. Sagat joins with Bison, Vega, and Balrog.

M.BISON: He has slain Rose, the one who was stalking him. Now no one can stop Bison from conquering the world.

DAN: He has beaten Sagat, and his father would be proud! Bison offers Dan a place on Shadowloo, and Dan turns him down.

NEW CODE: PLAY RYU & KEN VS. BISON









Press player 1 and player 2 START at the same time and hold them down. Press Up, Up on both sticks, then release both Starts. Press Up, Up again on both sticks. Finally, hit Jab on player 1 and Fierce on player 2 simultaneously. Ryu and Ken (together) will fight Bison!





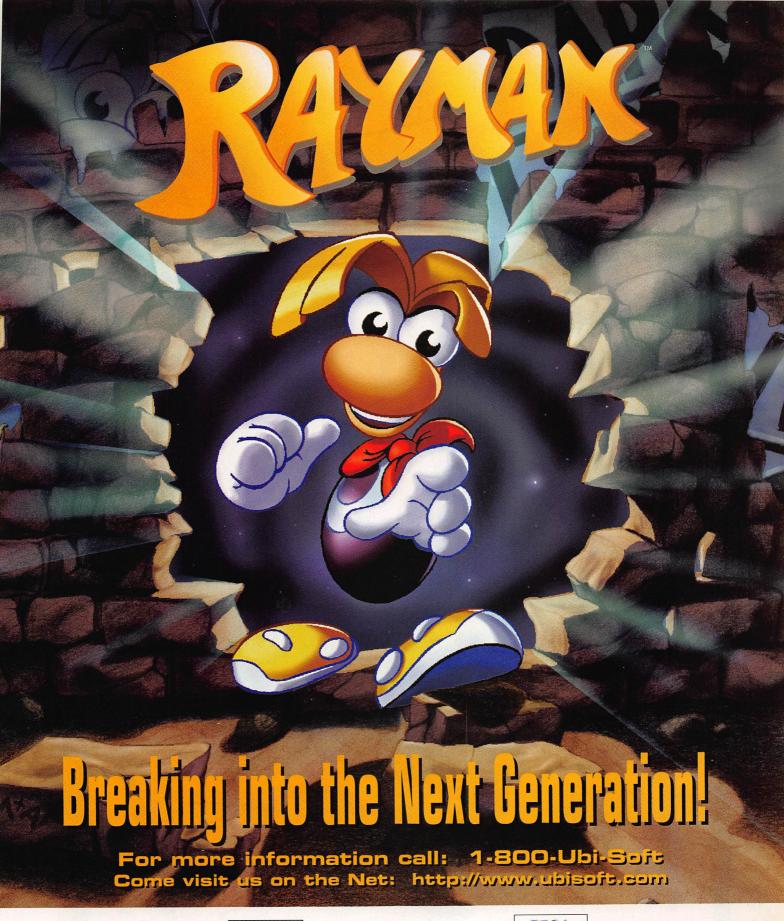






The TRUE Origins Of Dan

Sorry, we had wrong info last month, here's the truth! Dan's father Go Hibiki trained with Gouken and Sagat. Go and Dan's fighting style is Muay Thai & karate. Sagat killed Go after Go took his eye during a fight. Now Dan wants revenge for his father's murder, and Sagat is still mad about his eye.













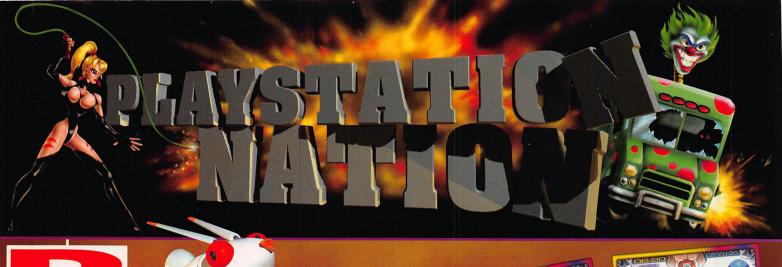








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DEVELOPER - SCEJ

CTOBER





I can still remember the day I was playing Super Mario Bros. and thinking to myself, "You know, sooner or later, I bet these types of games will be in 3-D!" In the late 1980's, the term "VR" was still relatively unheard of, but I had my own little fantasy of playing an action platform game with a first person view, where a controller was replaced with "simpler" devices like the Action Pad or Power Glove... Of course, I was an idiot. But that doesn't change the fact that the type of game we all were so patient in waiting for has

finally arrived in the form of Jumping Flash on — what else - the PlayStation

(and yes, it does use a controller).

There is so much in Jumping Flash to rave about that I hardly know where to begin. For starters, I'll try the story: The heinous Baron Aloha is attempting to enslave the happy planet Klage, and none other than your character, Robbit — a mechanical rabbit with an amazing propulsion system — flies to each troubled area to liberate it from Aloha's grip. As you can see, it's your typical same along its liberate in the start of the

cal game story, give or take a few nouns. The purpose of

the game is to explore each stage to find the scattered jet pods, and, after collecting all of them, proceed to the exit. A worthwhile objective, but still nothing new or different... until we get to the game itself. (cont'd on pg 134)









Wipeout's industrial level has stunning graphics, and very sharp turns. There are no straightaways here, but the curves near the finish line are pretty tame, so go as fast as you can there to make up for lost time.







Learn the basics on this beginner's course. There's only one jump, and nothing too challenging. Just don't get sloppy on the turns...









HOPER - PSYGNOSIS

DNY INTER.

FPLAYERS - 1-2

FICULTY - ADVANCED

RIE -CTOBER





Wipeout was probably Sony's biggest surprise at the E3... It had incredible graphics, tons of courses, and great play control. All this from a British company?

The game's gone through some changes since then, most of them for the better. The excessive pop-up's been removed, and now the game has the most impressive 3-D graphics ever seen in a home video game system, bar none. There are six courses; real courses, not just one course with Ridge Racer style add-ons. And the techno/ambient soundtrack is incredible, one of the best PlayStation soundtracks yet.

Some people might not care for the change in play mechanics. The conventional F-Zero style play control has been replaced with something much more hovercrafty (if that's even a word). You won't get far if you don't figure out how to use inertia- you'll have to start your turns well before you actually get to them and hit the gas at just the right moment for maximum gains. It takes a lot of getting used to, but once you do, you can enjoy it as a racing game with a whole new feel to it. The only problem is that your opponents have no problems with the control at all, making the game excessively challenging.

Wipeout is an incredible title, and one of the PlayStation's best sell points. I can't believe the quality coming out of Europe lately. Frankly, I'm surprised. Remember James Pond, nuff said. Psygnosis certainly kicks

-Takuhi butt!

Lots of cool jumps on this one, but make sure to take them fast and pull up for the extra distance, because the few-second crash penalty can make all the difference.







erstred

Now this level's a treat. You're a hovercraft, darn it, but that doesn't make you immune from sliding all over the place on the ice. Very difficult. Choose a heavy car and take it slow.







Ohis

This one can be tricky. The turns are difficult, and the thin, winding paths make passing enemies very difficult. Use your weapons and shields wisely.







There's nothing too tough in the track test, here, but your opponents are so skilled by this point that you have no margin of error. Memorize the layout of the two caves; you have no rissibility while you're inside. There's nothing too tough in the track itself have almost no visibility while you're ins



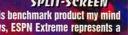




enie anies



TWO PLAYER SPLIT-SCREEN



When I heard Sony Imagesoft developed this benchmark product my mind went into seizure...but it's true. In many ways, ESPN Extreme represents a new frontier in 32-bit 3-D riding/combat games.

Road Rashers looking for the next step in brutality-on-wheels will be right at home with Extreme. Each event pits bikers, rollerbladers, street lugers, and skateboarders in a blistering combination of racing and battle. You can choose any of the four modes of transport, and each handles and controls differently and realistically. While skidding, swerving, juking, and catchin' air you'll have to turn the opponents into street meat with punches and kicks. If you're feeling especially hostile, you can also pulverize the occasional chicken...then the goo and feathers really start flying!

The five tracks throughout the world represent some of the finest 3-D scrolling backgrounds ever, with all the smoothness and high frame rate you expect from



THE PRESS **UPGRADE YOUR** DOESN'T LIKE YA! WHEELS WITH CASH

the PS. The textured landscapes are incredible and there are plenty of obstacles, hoops to jump though, and trains to flatten you. Extreme excels in its amazing environment, but the game play is a bit

more questionable. The handling is very touchy and requires skill and patience to master. If you're into this genre Extreme is a must buy, but I grew a bit frustrated with the difficulty and the general play mechanics. It's very hard to make a run for first and there are some areas where the obstacle

layout crosses the lines of sanity. For instance, barrels zoom onto the screen and you need hyper-split-second reactions to survive without leaving your eyeballs on the asphalt.

I'd consider ESPN Extreme one of the most innovative games on the PlayStation. However, there are jillions of elite games scheduled for the PS in the first two months alone... So if you have fond memories of Road Rash and Skitchin' you should do the Extreme thing but otherwise take it for a test spin first. -Slasher Quan













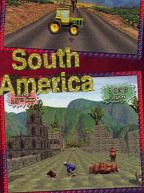








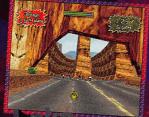
SLASHER QUAN Extreme takes Road Rashin' to the next level.. Astonishing graphics, but I'd say the game play's not quite perfect.

































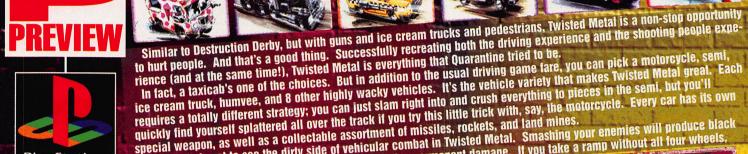


Similar to Destruction Derby, but with guns and ice cream trucks and pedestrians, Twisted Metal is a non-stop opportunity

quickly find yourself splanered an over the track if you try this finde trick with, say, the indicteyers. Every our has its own special weapon, as well as a collectable assortment of missiles, rockets, and land mines.

You definitely get to see the dirty side of vehicular combat in Twisted Metal. Smashing your enemies will produce black you definitely get to see the dirty side of vehicular combat in Twisted Metal. Smashing your enemies will four wheals. smoke, oil slicks, and dropped car parts, not to mention permanent damage. If you take a ramp without all four wheels,







F PLAYERS - 1-2

HERCULTY -NTERMEDIATE

ALARLE -CTOBER

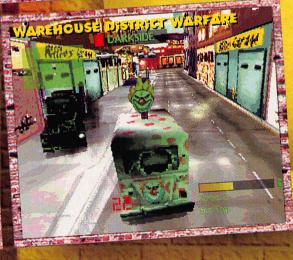


TAKUHI HURTING OTHERS AND DRIVING IRRESPONSIBLY... WHAT MORE TO LIFE IS THERE? AND

















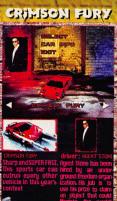




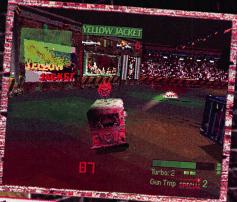




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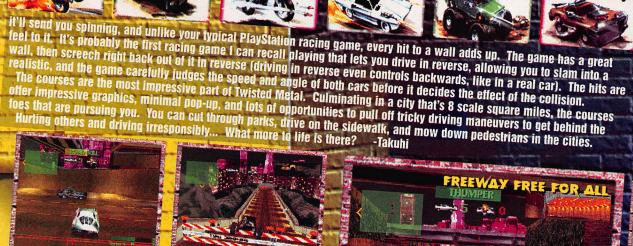




























PIT VIPER

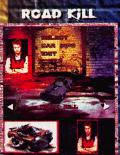


SPECTRE





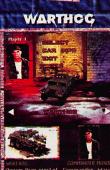
HAMMERHEAD







MR. GRIMM







EVELOPER - PSYGNOSIS

MY INTER.

FPLAYERS - 1

DIFFICULTY - INTERMEDIATE

AILABLE - SEPT. 9



THE STALKER

No words can describe how unrivaled the rendered FMV is in this game.







Novastorm, the infamous 3-D blaster, is finally PlayStation bound! It took a while to seal the deal, but Psygnosis is finally nearing its release of one of the coolest (and most under-rated) shooters ever.

A few of you well-informed gamers out there may remember the "original" version of Novastorm: Scavenger IV, one of the coolest games to ever hit a Japanese PC. Of course, practically no one stateside has an FM Towns Marty system, which means that no FM Towns game will get much ink over here. Finally, American gamers got a chance to play this game on the 3DO, somewhat after the fact, with some lousy changes made. Now, this awesome 32-Bit nomadic title is getting a complete facelift to hit the PS sometime soon after launch.

launch.

The previous 3D0 version, as you may recall, was very cool but the control was just WAY out there. Fortunately that's far from the case with this newer version. You'll find that the super cool PS controller handles beautifully with a game like this, as your ship can now maneuver with near pinpoint accuracy and do so without the sliding and tumbling found in the 3D0 version. Also improved upon was your ship's weaponry. Now you have "smarter weaponry." The new lasers and power-ups are simply devastating. The basic changes made to this game were very good, but the addition of some more killer level bosses was pure genius. Best of all was the addition of short CG sequences where

you watch defeated bosses go off like a pack of firecrackers.

The graphics in Novastorm (keeping with the tradition of Scavenger) are truly magnificent. The CG backgrounds and backdrop scenery (now with full collision detection for added realism) are now powerfully rendered. The scaling is super smooth and even faster-paced than the blazingly fast Marty and 300 versions. You may notice the distinct "LaserActive"-style contrast between the sprites and the backgrounds. I happen to love this effect, as its being here only further makes Novastorm true to the original. One teature that shines on the PS is the incredible Philosoma-type FMV, which rolls by at key junctures (usually right before a boss appears). Everything else in Novastorm looks quite impressive, and the old laser weaponry and CG explosions never looked so good.

I'm pleased to say that the sound is just about perfect! NOTHING has been lost in the translations, and only quality enhancements were made. The sound effects and voice are just as powerful as ever and the music is superior.

I was a huge fan of Scavenger IV years ago, and I wasn't let down in the slightest with this new incarnation (despite Psygnosis' not using Scavenger as the title). The bosses, the gameplay and the weapons make this game worth playing over and over. I recommend this title to any and all who appreciate the old school power of Marty, the glory of 3-D PlayStation rendering... and the excitement of a great shooter. -The Stalker

















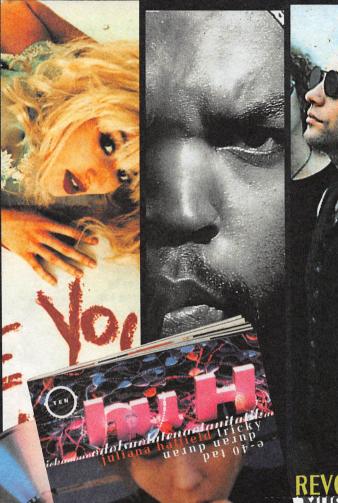




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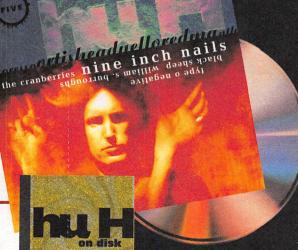


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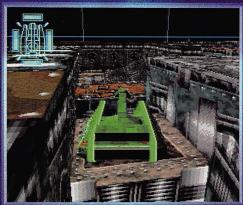
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Mind numbing threedimensional mechanized combat erupts on the PlayStation! In Assault Rigs, you take the controls

Rigs, you take the controls of a souped-up vehicle loaded with deadly weapons in an all-out dash through 50 combat zones. You'll put your strategic skills and shooting reaction time to the ultimate test when you enter the hightech game zones.

The competition is actually played out over a "World Net," and all the competitors within the game are gamers themselves. In this respect, Assault Rigs is a game based on video games!

Assault Rigs is packed with awesome graphics using the coolest 3-D tools available. Psygnosis promised to perfectly recreate the "crucial feeling of being right in the middle of the action," and it looks as if they have done just that.

-The Stalker

-The Stalker











FRICULTY - INTERMEDIATE

VAILABLE - SEPTEMBER



Look for Terry Pratchett's PC smash

hit, Discworld, to show up on your

PlayStation. Centering around a mass of comic capers, Discworld is a puzzle-

based game turned into a hilarious

Discworld is based on the British novels of the same name. In the game, the fantasy world is turned

inside out with bizarre sequences and

scenarios intended to break the norm

graphic adventure!







found in pulp fiction fantasy books. **Look for some wonderfully animated** graphics and special effects throughout. Also, get ready for the hilarious host of voice actors: Jon Pertwee from "Doctor Who," Tony Robinson from "Black Adder" and Eric Idle from "Monty Python." British comedy finally spawns a video game... I say there, good show, old boy.

-The Stalker





and avoid cliché. You'll see dragons,

















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IF YOU FALL WHILE BLADING AT

85 MPH,

BONY

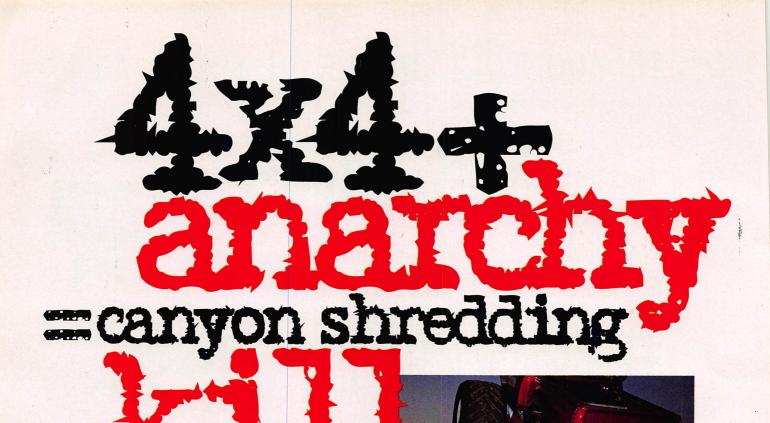
YOU COULD GRIND OFF

5 pounds of flesh.

BY THE WAY, THE GUY NEXT TO YOU THINKS YOU COULD

LOSE SOME WEIGHT.

You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN' Extreme Games. Only on Sony' PlayStation. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll PlayStation become road pizza in beautiful 3-D. Now, who's ready to start dieting? u r n o t



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



Hate cheesy acting? Watch two trash-talkin jerks rip on the gratuitous video.

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Get a load of Off-World Interceptor Extreme

the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal.

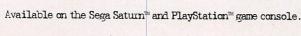
Red-line across the galaxy's most intense, 32-bit texture-mapped terrain,

switching on the fly between COCKTIT

and chase view. Careful, though. Grabbing

massive air could crush a kidney. Or two.











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SEGA SATURN

DEVELOPER - DATA EAST

PUBLISHER - DATA EAST

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - ADJUSTABLE

AVAILABLE - OCTOBER







VIEW TO A KILL Scaling, just like the

arcade now available in the home via the Sega Saturn!

While the characters in Dark Legend are particularly unique, the control is in pleasantly familiar territory. The moves are simple fireballs, dragon punches, and yoga flames, a cinch to do on the Saturn pad. The combo system is Street Fighter-esque, but not so similar that you know it already. The balance was a bit hokey on the coinop, but all has been fixed for the home release.

Fans of the coin-op will love the Saturn version, which features two

new moves per character and a couple new play modes. The CD soundtrack is spectacular, alternating between traditional Chinese melodies and mystical-sounding techno-rock. Good stuff all around. Until Golden Axe the Duel, and, of course, Virtua 2 come out, this fighting game will keep your Saturn plenty busy. - TAKUHI



TAKUHI

wrapping his arms around to block shots and picking him up and tossing him as a projectile 454600 54

tough guy, the guy who's weak but has long range, and the token female, are some truly perplexing individuals. Personally, I enjoy playing the Xian Wu series... That's right, you get not one Xian Wu, but 3, numbered 2, 5, and 7. 2's a normal fighter who, I was disappointed to note, ends up showing much more cheek than the game's lone female character. 5 is blue and shoots a variety of seafood, a random selection of fish, crabs, and trout. 7 is a lot of like 2, but now employs a little blue dervish to do his attacks. Whatever, Not

now employs a little blue dervish to do his attacks. Whatever. Not

to mention the blue 4 armed monster that hovers behind his master,

Dark Legends, the

first ST-V game, is finally ready for

home fighting consumption. if you've played it in the arcades, get ready for a perfect arcade to Saturn translation,

and then some. If you haven't experienced the legend yet, get ready for a uniquely weird fighting experience.

Dark Legend is based on some

ancient Chinese legend. As no manual came with our EP-ROM, I have no idea as to what this tale might be, just

a ton of questions. The characters are

a motley bunch — mixed in with the











SEGA SATURN

<u>Developer</u> - ubi soft.

PUBLISHER - UBI SOFT

FORMAT - CD

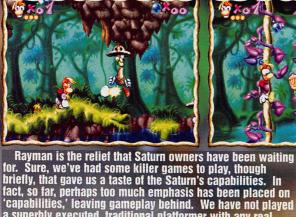
OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - SEPTEMBER



STORM SPECTACULAR PLAT-UNTLESS SEQUELS.



capabilities,' leaving gameplay behind. We have not played a superbly executed, traditional platformer with any real depth... until now.

Platform games have been a long time staple in the industry and a good one can still absolutely consume you. Rayman is such a game. It's hard to find fault with Rayman. It's extremely challenging, yet perfectly balanced, has perfect control and brilliant level design, 10+ graphics, an inspiring musical score, and best of all, it's long... really long. Even the most demanding platform gamer will be in heaven from start to finish

Rayman opens up with a brilliant, fully animated and narrated cinema, complete with a hilarious story teller. The voice acting here is superb and really sets the tone for the adventure. It's so nice to see designers placing emphasis on intro's again. Rayman is full of such admirable little touches, like individual vaiges for each character and little touches.



cool hardware tricks.

Graphically, little needs to be said, you can see for yourself this is masterful art. Rayman is packed with spectacular visual stimuli, from the pouring rain, to the winter snow, it's a beautiful game. For some, this splendor alone would be enough, but UBI didn't stop there. Where this game really sparkles is in gameplay, level design, and play mechanics. The game is simply riddled with amazing obstacles and enemies, and the bosses are truly a sprite to behold. You may have read elsewhere that Rayman is actually too easy. This insane statement could not be further from the truth. This is a hard game. In order to beat Rayman you must free all of the Electoons, and they are hidden... well. When you complete a level a gold medallion displaying how many you've freed will appear. Only after finding them all can you approach the final guardian, and he's nasty. Just getting through each area, let

alone freeing Electoons, can be quite a chore. Perfect jumping skills are a pre-requisite as well as perfect timing.

The bosses aren't easy either. See that big Saxophone?

Well, first you've got to dodge him, then, he chases you across a level of spiked balls, which you must jump, while hitting notes at him, and then finally you'll plummet

















In my humble opinion, Street Fighter: The Movie ranks as one of the best digitized fighting games ever to hit an arcade. Now, thanks to Capcom and Acclaim, Saturn owners will get a chance to play the movie game at home. To me, this Saturn version of SF: The Movie is even better than the arcade game in many ways. "How can this be?" you ask. Read on...
First of all, the Saturn version of

SF: The Movie is actually based on Super SF2 Turbo. If you're accus-tomed to the unorthodox combo tomed to the unorthodox combo system and the "Juggle me all day, why don't you?" gameplay of the coin-op SFTM, prepare yourself for a disturbing shock. All the basic moves, combos, juggling, and Super combos that worked in Super Turbo will pretty much work that some as well. This game has no selectable Alvuma or Reade. has no selectable Akuma or Blade,





























THE 4 MODES OF STREET FIGHTER THE MOVIE





"Colonel Guile, the payment deadline for the ransom is almost here.



VERSUS BATTLE (2 PLAYERS): Take on a friend for some exciting versus play. You can choose different characters, handicaps, and fighting stages each time you start a new match.

In this mode you choose one of 14 characters and fight the other characters in turn. A second player can join in at any time.





This mode follows the storyline of the "Street Fighter" movie. You play as Colonel Guile, communicating with Lieutenant Cammy as you search for General Bison's hideout and guide the allied army to victory. During the game you have

to make selections in various situations. Listen carefully to Cammy's advice and make your decisions. The way the story develops and the enemies that appear depend on the decisions that you make. Take too long fighting one enemy and you may fail, so use careful judgment.



TRIAL BATTLE (1 PLAYER): Try out the different characters and view match data. Choose one of 14 characters and fight the other characters in turn.













picture, but they're different from the home version). The floor line scrolls smoothly and there's many layers of parallax on top of that. The combination of both brings an impressive feeling of visual depth that could have only been done on a 32-bit console. The animation is a bit on the stiff side, but you don't really notice while you're playing. The only flaw I found in SFTM was in the music. This game, unlike the coin-op, was programmed by Capcom of Japan, so I expected to hear some powerful, remixed SF2 music. Instead we get some soft, seemingly Muzakinspired tunes. The music isn't all that bad, it's just that it sounds a little too benign and

inspired tunes. The music isn't all that bad, it's just that it sounds a little too benign and soothing to be in a serious fighting game... Oh well. The voice samples, however, are absolutely fantastic. Everything from Ken's "Shoryureppa" and Ryu's "Tatsumaki-Sempukyaku" to Guile's "Sonic Boom" have a cool Japanese-style sound to them. I feel they rank beyond all the SF2 voices and are almost as good as the SF Alpha power-samples.

Street Fighter: The Movie turned out to be a better game than I first expected. It combines realistic digitized graphics and great sound with precise control and proven SF2 gameplay. If you own a Saturn and you like SF2, your game has

play. If you own a Saturn and you like SF2, your game has arrived. -K.LEE



SEGA SATURN

DEVELOPER - CAPCOM

PUBLISHER - ACCLAIM

FORMAT - CD

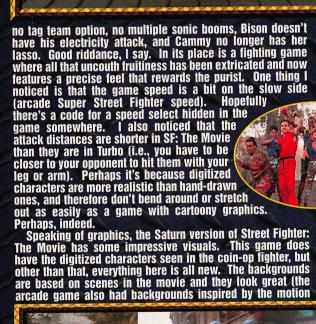
OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - NOW



Street Fighter: The Movie turned out to be a better game than I first expected.









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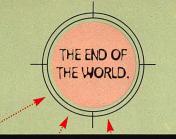
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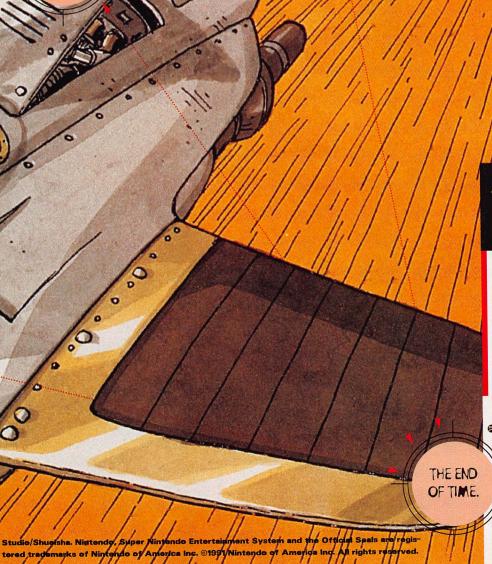




lt's about time.

YOU

ARE HERE. Chrono Trigger. Sci-fi fantasy meets time travel. From the creators of the acclaimed Final Fantasy series. Character designs by Akira Toriyama. 32 megs, 10 endings, 70-plus Coming Sept. 1st '95.

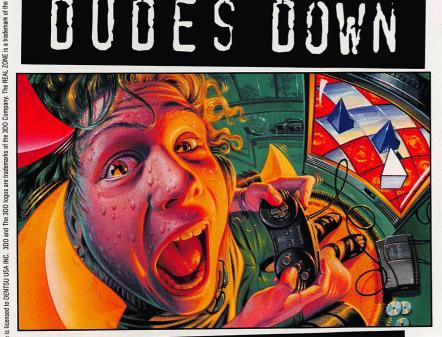








"JUST MOWIN' DUBES DOWN



TIL THAT ORANGE MEANY WAXED ME."

An Experience from the REAL 3DO Zone", Lovie "The Worm", Ott

ILEBREAMER

"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What'z a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid."





Panasonic Software Company



EDITORS PREVIEW NEW GAMES, EAT LOBSTER, AND TRY TO STEAL M2 DEVELOPMENT SYSTEMS AT 3DO GAMERS DAY!

On Friday August 11th, The 3DO Co. opened its doors to one of the most spectacular events we've ever attended, the 3DO lamers Day. One editor from each game mag was invited to the gala event. First we got to sample a host of brand-new 3DO games which are all due later this year. After rapping with 3DO CEO Trip Hawkins and touring the facilities, it was off to a surf n' turf (i.e. steak and lobster) dinner accompanied by a spectacular live jazz band. Thanks for everything Tuesday, Diane, et all... thanks for the six-button controller RJ, I'll get you next time on SSF2T! -Slasher Quan

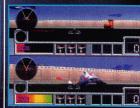




Dragon's Lore Mindscape is releasing a 3D0 game called Dragon's Lore. We don't know much, but the shot sure looks cool... it's due in the 4th quarter.



Star Fighter Studio 3DO is whipping up a 3-D flight sim with lots of intense dogfighting, texture mapping, and a variety of air and ground targets.



Battle Sport

A futuristic sports game which is almost football meets CyberSled, this one offers one-player or split-screen action and futuristic vehicles.







Foes of Ali

EA Sports brings 3-D, rotating-perspective boxing to the 3DO. Ali and his all-time greatest opponents square off in this polygon-based slugfest.





AD&D DEATH KEEP

SSI's follow-up to the successful Slayer offers more Advanced Dungeons & Dragons-style maze stomping combined with combat elements of Doom and the taste of an RPG with a story. You choose from many D&D characters each with their own strengths, weaknesses, and technique. There is a vast, underground 3-D world to explore!



Flying Nightmares
So you want Air Combat on the 3DO...
okay that might not happen anytime
this decade, but Flying Nightmares
offers a jet-based flight sim which is
strongly reminiscent of many

classic games. There's dogfighting, air and sea battles,





among 3DO games (and most games in general)

because it offers both a side-view, platform style section AND a 3D, Air Combat type flying mission. The graphics are very crisp and detailed as you can see, but the game's play and technique are largely open questions...stay tuned.





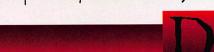
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ONES

A R E

OEAO."

An Experience from the REAL 3DO Zone", Dave "Bungee Boy", PA

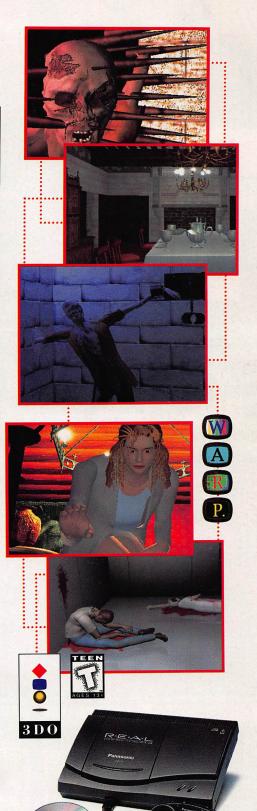


"Laura's not so lucky—she's got to live the nightmare.

And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless

bodies littering this place aren't giving any answers. Graphics and sound so terrifying I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side."

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DEVELOPER - LG SOFT

PUBLISHER - TWI

FORMAT - CO

OF PLAYERS

DIFFICULTY -**ADJUSTABLE**

- SEPTEMBER



SLASHER QUAN Finally, a REAL (3DO) version of the arcade smash!

o absade c op transing 29 GAME TUG OF WAR ENDURANCE



ROUNDS GOUND TOME DOGGOGOGOGO 20 CANDOGAD

If you own a 3DO, you're one of an elite few: those who are willing to invest in a system capable of (at times) true arcade translations. The perfection-packed 3DO version of Primal Rage is the reason you bought a 32-bit

system in the first place!
So far PR is lookin' purely identical to the coin-op...
In fact, Time Warner is so 'on the ball' that it included all the new features (such as the glorious hit sparks)



from the arcade version 2.0. The quarter-crunch-er's incredible stop-motion animation is also recreated with exquisite detail. According to 3DO, this version contains MORE frames of anima-

tion than the forthcoming PlayStation version! Extras included in PR 300 include the rendered character intros, all the gorgeous story and ending screens, all the amazing backgrounds, and all the gore and fatalities.

The CD music is perfect and sounds like it's straight off the arcade board.

So, what's missing?
Based on the preview version, I can't name one feature that was deleted in this translation. In fact, there are even new features, such as a training mode, a tug-of-war, and an endurance mode. The true Rage will begin when our review copy arrives. I can't wait! -Slasher Quan















TAGUATA SOLUTION OF THE PROPERTY OF THE PROPER

PREVIEW

JAGUAR

DEVELOPER - READYSOFT

PUBLISHER - READYSOFT

FORMAT - CD

OF PLAYERS - ONE

DIFFICULTY - INTERMEDIATE

AVAILABLE - NOW













Dragon's Lair for the Jag-CD? Are my eyes decieving me? Yes, it's true, and our pals at Readysoft have done it again. Having

been a huge fan of the arcade LD version, and later its 3DO counterpart, I must say that this version's not all that bad.

The play mechanics have, for the most part, stayed very similar to previous versions (ie. CD-I, 3DO, and Sega-CD). Left, Right, Up, Down and Sword are the only commands at your disposal. But utilized correctly and at the right moment, there's no challenge Dirk can't overcome.

As always, Dirk's famous yelps and screams of ter-

ror have all been included. I also noticed a few scenes that were excluded from the 3DO version which have fortunately been restored in the Jag-CD. Surprisingly, the loading time is minimal. Not bad for a single-speed drive.

The FMV tends to be a bit on the grainy side, but if you're one of the select few who managed enough persistence to master the game in its original form (at a dollar a pop), you'll find it an easy task to overlook. Besides, a bit of grain never hurt anyone.

Although the version we played wasn't 100%, it carried a note of promise for the Jaguar CD-ROM. And

like Dragon's Lair itself, the system has to be looked upon with a certain degree of patience.

- JACE FURY





JACE FURY
Dragon's Lair for the
Jag-CD? Are my eyes
decieving me?



Sword, Up, Right, Down, Left



Up, Sword, Up, Sword, Left, Sword



Right, Up, Down, Left





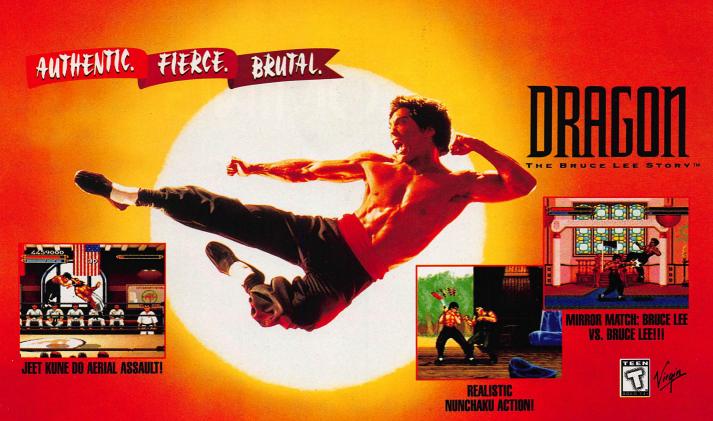
Sword, Sword, Left, Sword, Sword



Right, Left, Up, Left, Right, Left, Right, Sword, Sword



Left, Up, Right, Up, Left, Up, Sword, Up



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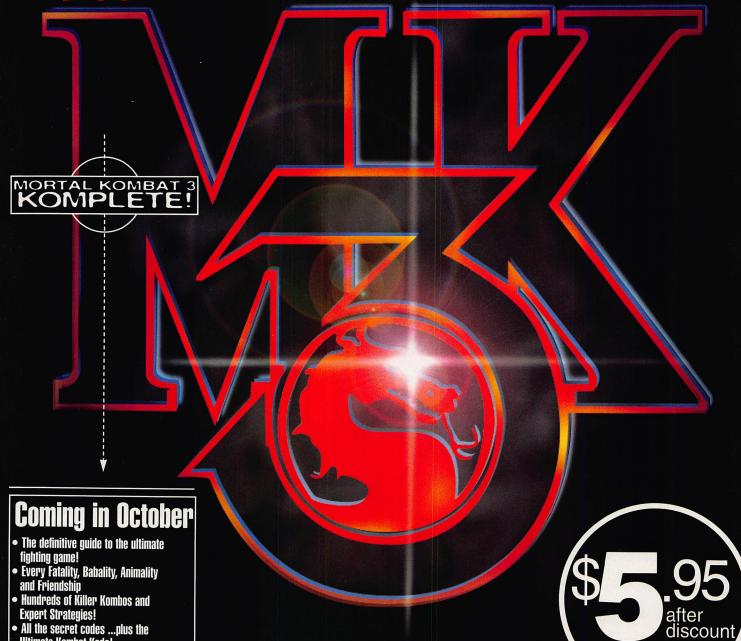


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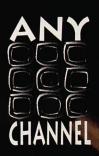
Pushing the bounds of 3DO technology, PO'ed injects you into a fully-rendered three-dimensional world and presents the most exciting and fast-paced first person gaming experience available for home videogame players.



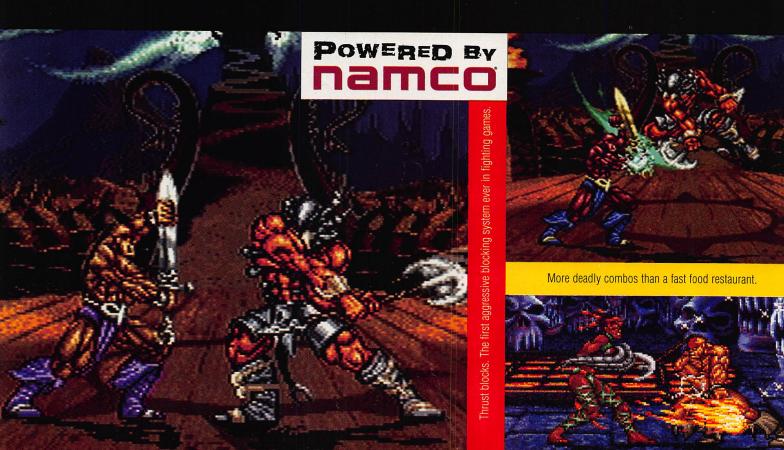


- Complete 6 degrees of freedom in a vast 3D world
- Extremely fast-paced seat-of-your-pants action
- 10 terrifying and truly ugly monsters
- Multiple weapons of destruction and gore to choose from, including "Missile-cam"
- Non-linear level connection of over 25 different, beautifully, texture-mapped, exotic alien environments
- True physical motion modeling for smooth and intuitive controls

Get that not so fresh feeling at http://www.anychannel.com



WE WERE WARNED HEADS NEW GAME DIDN'T REDEFINE THE



WOULD ROLL IF OUR ENTIRE FIGHTING GAME GENRE.

HOW APPROPRIATE.

When revolutionizing the world of fighting games, it's good to have such encouragement from the guys in the corner offices.

Introducing WeaponLord. Combat with a cutting edge. WeaponLord features

weapon-to-weapon combat in classic medieval tradition, with all kinds of combos that disem-



bowel, decapitate and dismember. Plus a fighting system that's more advanced than those in most arcades, not to mention the first aggressive blocking system ever. Play it and see for yourself. WeaponLord

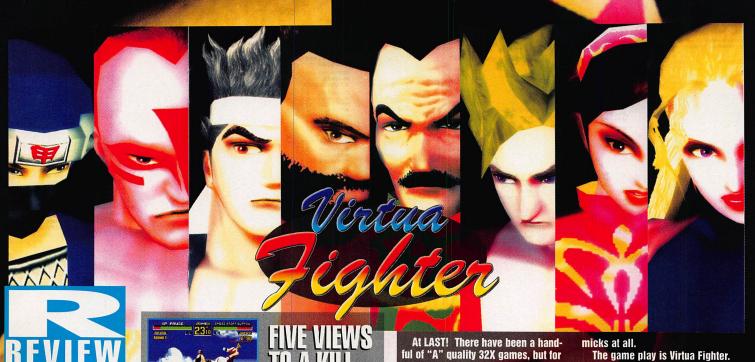
truly redefines the genre. Which makes us glad we stuck our necks out in the first place.

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DEVELOPER -

AM2/OMEGA

PUBLISHER - SEGA

OF PLAYERS

- ADJUSTABLE

AVAILABLE - SEPTEMBER



SLASHER QUAN The best 32X game yet (in my upinion), Virtua Fighter shows the true potential of the system.



ALL-NEW CAMERA ANGLES TO THIS INCREDIBLE ARCADE TRANSLATION.



3 OUARTER



SKYCAM

TOURNAMENT MODE & CUSTOM RING SIZES



NORMAL

OUARTER



e one, come all! You and seven of your friends go at it with the all-new tournament mode. of my favorite new features is the adjustable size; this feature alone will make you rethink VF strategy.





me, this is the first one that truly justifies this system's existence (as well as the first quality fighter on the 'X). Virtua Fighter 32X is not only a masterful arcade translation, in a few areas it actually exceeds both

> the Saturn and coinop versions! Graphically,

Virtua Fighter makes the 32X look like a true powerhouse. There's somewhat of a drop in resolution compared to the Saturn version (everything looks just a tad grainy), but this is almost completely over-shadowed by the 100% smooth, totally flicker-free, you'd-swear-youput-in-a-quarter animation. As if near-perfect graphics weren't enough, how about four ALL NEW camera angles? Ranging from a ground-level quarter view to skycam, these new angles are not only exciting but totally playable... NOT gimThe arcade game. Remember it? Got it? Good, I have nothing more to say. Sega of course claims that VF 32X is so exact, it's actually slightly more tuned and controllable than the

Saturn version... You be the judge.

The only area VF comes up short at all is an area that would have been a virtual impossibility to perfect: audio. Okay, so given the limitations of the 32X, the sound has much power. A few of the music tracks were recomposed (possibly to optimize a tune that works well on the system). Some of the character voices/grunts are a bit grainy, as expected, but other voices, such as the announcer and many of the effects, are surprisingly clear. Overall, I am quite happy with the results.
If you own a Saturn, I can't say it's

worth investing in a 32X just to play this version (especially since you can buy the import VF Remix, my favorite edition of all). But if you're a 32X owner not quite ready to head for Saturn, this is a must-buy.

-Slasher Quan





PATIENCE





E. STORM
THE PERFECT MELDING
OF SHOOTING, EXPLORATION AND PUZZLE
SOLVING.





Let me start off by simply stating, Kolibri is a fantastic game. It's innovative, visually stunning, and a shining example of non-linear gameplay. The 32X is the lucky recipient of its first exclusive, benchmark title. A golf clap is in order.

In Kolibri (in a similar fashion to

In Kolibri (in a similar fashion to Ecco) you play a hummingbird, whom after being pushed away from pollinating flowers alongside fellow hummers, finds and begins to dine on a bursting red flower. Instantly, the world turns to utter chaos. I'm not sure what the actual story is but that is what you see, again, in Ecco fashion. I do not want to lead you believe that Kolibri is an Ecco clone because it is definitely not. In my opinion it's a far better game. There are genius shooting elements in this game that

take Kolibri a step above the 'new age'-ness of Ecco and into a realm of gaming that may actually appeal to every walk of game player.

Remember the stunning Bio-Hazard battle? Well, imagine that standard of graphic excellence in thousands of colors, surrounded by some of the most vivid natural landscapes to ever grace a screen.

In the gameplay department things are equally on target, with a vast array of shots to obtained and augmented, along with vast levels featuring equal amounts of shooting, exploration, and puzzle-solving. I'm also happy to report that the music and sound effects are also high quality.

Yep, it's exclusive 32X and it's going to be a great game. I'll have a Kolibri review next month. -E. Storm





BUT WHY WAIT... GETYOUR SPECIAL 32X VIRTUA FIGHTER TRAINING PACK RIGHT NOW!









Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: 1 A coupon good for a \$20 rebate on a Virtua Fighter 32X game cartridge or a \$40 rebate on any 32X hardware system. 2 An exclusive Virtua Fighter video with key game tips and upcoming highlights. 3 An entry form into the VF32X Sweepstakes, where you can win a Virtua Fighter arcade unit.* 4 A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!



SO WHAT ARE YOU WAITING FOR?



NOVASTORM

The 3DO version was Die Hard Game Fan's 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!

Available September 9th













SCWORID TO

Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at EGM2 said, "Discworld will totally boggle your mind."

Available September 9th

WIPEOUT

Savor the "wild, stomachtwisting driving" (Game Pro). Go full-throttle on "an incredible selection of tracks" (Game Players). Understand that "the sensation of speed is utterly terrifying" (Ultimate Gamer). Then face up to the fact that "with WipeOut, the future really is now" Die Hard Game Fan).

Available October 17th





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you are what you eat!





DESTRUCTION TO

Electronic Gaming Monthly called it "stock-car racing on steroids"! Game Players raved at "the most realistic crashes we've ever seen"! Next Generation sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die.

Available October 31st





You've got the hottest console around and it's unary

ngry for software that really satisfies. Hungry for 3D worlds and realistic racing thrills.

Hungry for action. Hungry for adventure. Hungry for an all-outgaming feast. So what are you waiting for? Don't starve your PlayStation.

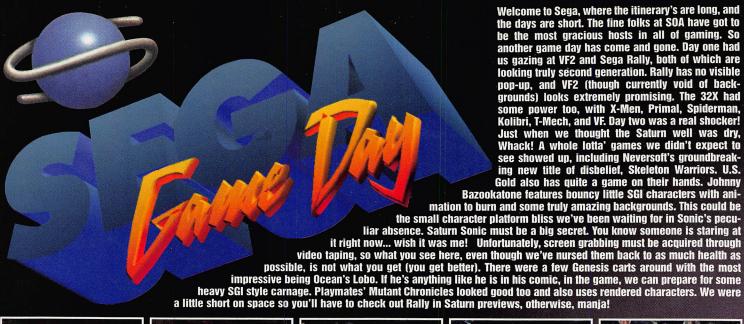
Feed it with the meatiest software you can buy. No fat. No flab. Just 100% protein From the game-play chefs at Psygnosis™.

WHEN YOU'RE READY TO TASTE THE DIFFERENCE.

PlayStation_®

"You've never played Lemmings like this before," said EGM2. Too true, 'cause those suicidal superstars have just taken a step into the third dimension. amazing brain teaser in 3 gloriously goofy dimensions, 3D Lemmings is the most fun you can have while rescuing rodents!

Available October 24th























PLAYMATES/NEVERSOFT'S INCREDIBLE SKELETON WARRIORS. A BATTLE TO THE BONE!









ACCLA;M'S NBA JAM: TOURNAMENT EDITION. THE ARCADE GAME AT HOME.













US GOLD'S JOHNNY BAZOCKATONE



NOMAD TO RELEASE IN OCTOBER!

The BIG news at game day came in the shape of a little black box called the Genesis Nomad which to everyone's surprise and elation is coming out earlier than expected... Sega's making this a habit. The Nomad will hit stores in OCTOBER for under two hundred bucks. The Nomad features a 3-1/4 inch full color screen, and uses six AA batteries for up to three hours of continuous gameplay. Sega will also offer several peripherals including an AC adapter, a cable for plug in TV play, a rechargeable battery pack, and a car adapter. You can even plug in a controller if you so desire. Like a Volvo, the Nomad is boxy, but built to last. The unit feels very comfortable, and seems quite durable. Imagine: Gunstar, Bloodlines, PS4, and the like... on the road!-As soon as we can get our hands on one we'll bring you a full report.













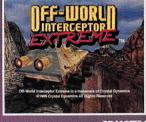








VIC TOKAI'S NEW 3D FIGHTING GAME, CRITICOM.











CRYSTAL'S OFF-WORLD INTERCEPTOR EXTREME, 26 NEW AND IMPROVED LEVELS TO THRASH!



















ACCLAIM'S NFL QB CLUB '96 FOR THE SATURN.

JVC'S DEADLY SKJES.

ATLUS' POWER SLIDE

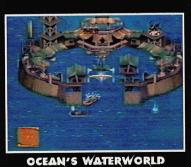
CRYSTAL CLASSIC: THE HORDE.











PLAXMATES' MUTANT CHRONICLES: DOOM TROOPERS











OCEAN'S SG; BASED LOBO.



We all knew they were on their way, but little did we know they would be so soon in coming: Actual screen shots of a game currently in development for Mintendo's Ultra 64! In this world exclusive, GameFan brings you shots of what, in many a gamer's opinion, is THE U64 game: Final Fantasy VII. According to a member of the cart's staff, the demo you see here, which runs under emulation, is currently populated with FFVI characters because the game is so early in development. As you read this, hard pro-









gramming has just begun... the

game is due out in December of

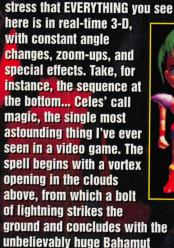
'96. Before I continue. I must

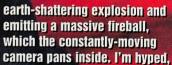


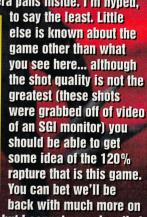












FFVII, but I cannot say when that will be. Until then, painfully gape at these shots and mark





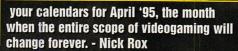


appearing within the resulting













Z W N N







Warhawk features a complex control layout to compliment the hyper-realistic gameplay. The control and play mechanics in this game are very much similar to those found in PC 'heli' games like Comanche. You have a wide array of tactical maneuvers and complete, non-linear control over where your aircraft flies. In many ways, this game is much superior to even the most sophisticated PC

chopper combat sims.

The finished, polished product should be an experience to behold. I can't wait until we see this game in its final form. Our preview copy contained only one playable level, so here I am, left dying for more. Stay tuned.

-The Stalker













Coming soon to a PS near you is Krazy Ivan, a mind-blowing 3D mecha-madness blasting game. In this impressive polygon based action

shooter, you assume the role of the commander of a sophistocated battle robot sent out to seek and destroy the enemy's forces. Using cannons, missles and other wholesale destruction hardware, you have to take on the baddest bots in the land and not get atomized in the process.

The 3D rendered graphics have to be seen in motion to be fully appreciated. Too cool is the polygonal movement and animation of the enemys you encounter.

You'll likely see much more of Krazy Ivan in the next few months. It's possible

that this game might even eclipse the incredible (yet seldom seen

and/or spoken of) Team 47 Goman game, which would be quite an accomplishment. Only time will tell,

as both games are still far from finalization.

-The Stalker



7:25















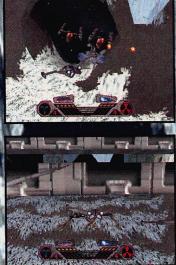








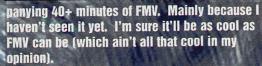












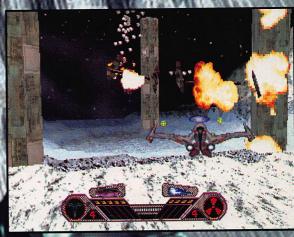
So shooters are coming back, I couldn't be happier. We'll have more on Solar Eclipse in the month's ahead.

PS-In last month's Kain preview we mentioned an upcoming Crystal expose. I just want to let you know, it's still coming. Look for it in the November GameFan. -E. Storm



























000000000

A Virtua Fighter clone with substance and originality? Yes, obscure little design house Zoom (whose first and only previous release was 1994's Super Famicom title, G2) clearly mastered the art of PlayStation coding; Zero Divide manipulates huge, complexly strung polygon scorpions, dinosaurs, and god-only-knows-what's to make one of the most imaginative fighters yet.

Unlike certain other previously released 3-D fighting games, Zero Divide is packed with tasty goodness in the play control department. The play borrows heavily from Virtua Fighter. With tons of easy-to-do moves per character, an intricate combo system, and a Killer Instinct-esque juggling system, Zero Divide has no shortage of depth.

The game doesn't just clip and borrow from other games, it has some original aspects as well. In addition to a life meter, each character has a diagram displaying all of their body parts. You can target specific body parts of your

opponent and damage or destroy them, such as taking out their head with a backdrop. The body part then becomes transparent (in some cases you can see bones, or the robot equivalent), and any moves associated with it become useless. You can also grab hold of the edge of the ring, and flip yourself up from a ring out - sometimes. If you're hit too far out to grab hold, the camera will

follow you down until your messy final impact.
With the exception of Virtua Fighter, the game that started it all, Zero Divide seems to be the first 3-D fighter where everything comes together: graphics, sound (save for the announcer, the single most annoying in any game, ever), play control and challenge. Zero Divide ships in Japan on August 25th

... Let's hope Sony of America doesn't feel that their line-up is already too packed with fighting

games to fit this one in.

ZERO DIVIDE IS BEING DEVELOPED BY ZOOM. IT'S OUT IN JAPAN NOW AND SHOULD MAKE THE JOURNEY STATESIDE LATER THIS YEAR













CICY the Prime Directive. If it's on radar,





Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.





brotherhood CTAD. 'Cause with Total Eclipse Turbo™, the space-combat simulation for the Sony®

Forget about that intergalactic

space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those SQUIC-TaceC aliens stopping in to party, you're gonna have to

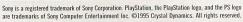
fire up your wicked welcome wagon and get this 32-bit block party blazing.



Call 1-800-771-3772 for game rating information. Crystal Dynamics and Total Eclipse Turbo are trademarks of Crystal Dynamics

















MAKE YOUR WAY THROUGH THE CASTLE AND HEAD FOR THE LABYRINTH TO THE EAST. THE FIRST THING YOU MUST DO IS ALIGN ALL THE STATUES BY PUSHING THEM INTO PLACE. THE CHEST CONTAINING THE HEAVY SHOES WILL NOT BE ACCESSIBLE UNTIL ALL THE STATUES ARE IN PLACE. ONCE THEY ARE, A DOOR APPEARS IN THE FIRST CHAMBER ON THE LEFT AS YOU ENTER.









ONCE YOU'VE ACQUIRED THE HEAVY SHOES AND DISCOVERED THE ALTAR AT WHICH SAT-ERA IS BEING HELD YOU'LL FIRST WITNESS THE TRANSFORMATION OF DARK ELF KARLI INTO A CLONE OF THE PRINCESS, AND THEN, ONCE DISCOVERED BY DARK ELF LORD PAZOAT, BE MADE TO FIGHT BAMBO. DEFEAT HIM EASILY AND THEN WITNESS THE FATE THE REAL SATERA AS SHE IS MAGICALLY TRANSFORMED INTO A LOWLY DUCK!



























THE CLONE SATERA HAS RETURNED TO THE CASTLE, AND YOU'RE A HERO... OR SO THEY THINK. AFTER OBTAINING THE 2ND LABYRINTH KEY FROM THE GRATEFUL KING, HEAD NW TO THE LOCKED LABYRINTH. OPEN THE DOOR AND MAKE YOUR WAY TO THE TILE SHOWN AND ACTIVATE THE HEAVY SHOES. YOU'LL FALL THROUGH TO THE LEDGE BELOW WHICH IS CONNECTED TO THE BASEMENT DOOR. OUTRUN THE CRUMBLIING FLOOR AND DROP THROUGH THE NEXT TILE TO DISCOVER THE SLIP SHOES. THAT'S ALL YOU CAN DO HERE FOR NOW. HEAD FOR THE WOODS!











KICK THE TURTLES TO FORM BRIDGES AND MAKE YOUR WAY TO THE TOP RIGHT. SLIDE THROUGH AND SEARCH FOR THE CHEST CONTAINING



BE READY WITH THE MAGIC HAND BECAUSE THE TARRANTULA STRIKES FAST! TIME YOUR BLOWS TO HIT HIM AS HE LANDS AND KEEP MOVING. BE CAREFUL TO AVOID HIS WEB AND YOU SHOULD HAVE NO PROBLEM DEFEATING HIM. AFTER YOU FREE SATERA (WHO IS STILL A SWAN), SHE'LL FOLLOW YOU BACK TO CASTLE ODEGAN...









AFTER LEAVING THE CASTLE (BE SURE AND STOCK UP ON HEALING HERBS AND SAVE YOUR PROGRESS) HEAD FOR THE CAVE IN THE NW. YOU'LL EMERGE IN A NEW TOUGHER AREA. HEAD FOR THE BIG TREE AND AQCUIRE THE MONKEY SUIT. WITH THE ABILITY TO CLIMB, THE GUARDIANS JUST MINUTES AWAY. DEFEAT HIM AND RETURN THE PRINCESS TO HER ORIGINAL FORM.









BE SURE TO GRAB THE LIFE CONTAINER ON YOUR WAY TO THE BOSS.







IMAGINE ZELDA WITH RENDERED GRAPHICS
AND THAT SONIC TEAM TOUCH, AND YOU'VE GOT
SHINING WISDOM. THIS IS A FANTASTIC
ACT/RPG THAT NO ONE SHOULD MISS. THIS
GUIDE IS HERE IN CASE IT DOESN'T MAKE IT TO
AMERICA. SEEK OUT THE IMPORT IF YOU MUST
ON THIS, BLUE SEED, AND RAY EARTH. RPG'S

SUMMARY

ARE HAPPENIN' ONCE AGAIN! I'LL BE BACK WITH AN RPG SPECIAL IN NOVEMBER. -E. STORM











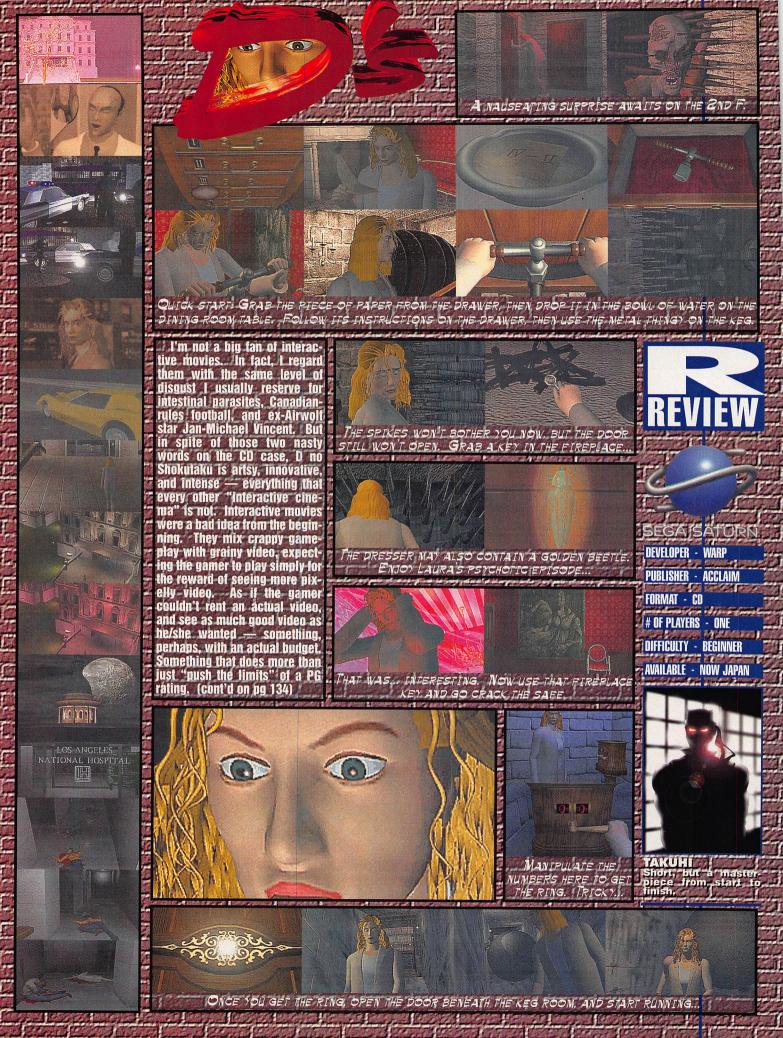






THIS IS CERTAINLY ONE ANGRY SHRUB. RUN LIKE MAD AND SKID IN TO ITS HEAD. YOU'LL DROP A FEW HERBS HERE BUT ITS WORTH IT. DEFEAT THE BEAST AND THE ELDER BREAKS THE SPELL. THAT SWAN WAS STARTING TO BUG ME.

THE NEXT CHALLENGE YOU'LL FACE MAKES THE REST SEEM EASY AND WE'YE ONLY NICKED THE SURFACE OF THIS ADVENTURE! STAY TUNED FOR MORE SHINING WISDOM (AND THAT BLUE SEED CONTIN UATION I PROMISED) NEXT MONTH.





Sega Rally is still in the early stages of development, but is already moving at a brisk 30fps (1/2 the arcade's fps). Besides the imminent loss of resolution SR looks very close to the coin-op. It's already moving at nearly twice the frame rate of Daytona and it isn't nearly completed. The dirt flies this December.











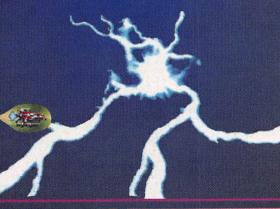












One of the most legendary shooters in coin-op history, Taito's Darius Gaiden, is due out in Japan this December. DG did well in Japanese arcades, but due to the fighting frenzy here in the states, never surfaced. This is an amazing shooter packed with special effects. I'm sure Taito will bring DG out here soon after, or maybe even before... why not?



Bandai-Gundam-Gundam-Bandai. It's a no brainer, the two are synonymous. This time it's gratefully action/shooting rather than the usual strategy fest. If you're a fan, comb the import section for this one. Gundam's seldom wander stateside.



What would a console be without Dragon Ball Z? Soon to hit American television (hopefully somewhat intact), if DBZ has half the impact here it has in Japan, you'll see this game over here in a flash! Not much is known about the actual gameplay yet, other than the obvious, but if this version is anything like the PlayStation's, expect great things.







Wow! Check out X-Men! Due out in Japan this October, Capcom's arcade masterpiece is coming home, 100% intact. Look for a US release by the end of the year.



'KILLER INSTINCT' All your favorite warriors contend in the KI tournament, each combatant engages in connected moves and finishing tactics to destroy thier opponents.



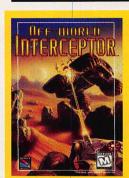
BATMAN FOR-EVER' The dynamic duo of Acclaim and Warner Brothers present the video game and movie event of the century. White hot digitized graphics, two player Batman and Robin action and more bat moves than ever beforel \$64



'MORTAL KOMBAT 3' has 6 new Kombat Kodes, 8 new characters, 32 megs, and secret portals that allow fighters to smash up and down into different backgrounds. SNES or GEN \$69



'CHRONO TRIGGER' The chain of time is broken. A young man is transported into the past, altering the course of history and the outcome of the future you must restore the order of time. 32 MEGS & mode 7 special effects! \$72



OFF WORLD INTERCEPTER' Take gut chuming jumps across brutal alien landscapes as you run down the toughest criminals in the galaxy. Sick and twisted minds have produced a new milestone in full motion videos. So dust off the barf bag and enjoy. CD \$52



USA' is the most realistic 3D racing arcade game ever. This wild, highspeed stock car racing game allows vou to choose from four dynamic viewpoints on the fly to get a true racing perspective. SAT \$52

3DO System Goldstar \$299 3DO System Goldslar 3DO System Panasonic 7th Guest 2: 11th Hour AD&D Slayer \$52 B.C. Racer BrainDead 13 Creature Shock \$52 Cyberia Daedalus Encounter Death Keep \$49 DefCon 5 \$40 Doom 2: Hell on Earth \$58 Dragons Lair 2:Time Warn \$52 FIFA International Soccer \$52 Fast Draw (w/Game Gun) \$64 GEX Hell Icebreaker Iron Angel of Apocalypse Kingdom O' Magic Kingdom: Far Reaches Loadstar: The Legend Myst NHL Hockey '96 PO'ed \$52 \$52 Panzer General Primal Rage Prowler \$54 Return Fire Robinson's Requiem \$52 Samurai Show Slam & Jam Basketball Space Hulk \$52 \$54 \$54 Star Blade Star Fighter

ULTRA 64

\$52

\$54 \$52

\$45

\$52

\$52 \$52

Strahl

Trip 'D

Twisted VR Stalker

WaterWorld

Way of the Warrior

Wing Commander 3

Virtuoso

Syndicate Theme Park

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KICK & PUNCH
Brutal CD

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Earth Defense	\$48
Lethal Enforcers 2	900

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NBA Live '95	\$56
NFL Quarterback Club '96	\$62
NHL Hockey '95	\$36
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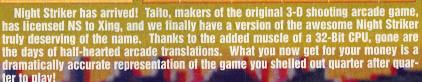












The state is in trouble, and you must strike at the source of the problem. A terrorist organization has taken up position in a bustling futuristic megalopolis, and is posing a serious threat. Armed with a fierce jet-powered attack vehicle, you must fly in through the city and take out the brains of the operation, the enemy's super computers.

Graphically speaking, this game is good but it isn't anything spectacular. The colors and resolution aren't totally breathtaking, but look nice enough to compliment. However, speaking in a historical sense, the graphics are absolutely flawless. The same warping and scaling that made the original a hit have been retained and reproduced (for the first time) in a fashion no less than absolute perfection. Unlike the perfidious version on the Sega CD, this newer incarnation does in no way suffer from hardware limitations; most notably in terms of the intense, rapid 3-D sequences. In the auricular department, Night Striker blasts the EXACT same sounds on the PSX as it did years ago in the arcades. The level of meticulous sound recreation is fantastic.

As a true arcade Night Striker enthusiast, I am relieved to say that fellow devotees will not be disappointed with the PSX version. For those who have never played the powerful original, here's a chance to play the exact same thing — minus that big cumbersome flight stick! Speaking of which, Xing had the foresight to include among the options a way to switch between the heavy, self-centering "flight stick" style controls or a less rigid directional pad control mode. Everything down to the smallest detail made it to this little black disc. Even the same laughable text was tossed in! If you're in the market for a slick new 3-D game (besides Philosoma, which unfortunately steals much of Night Striker's thunder!), then you must

check out Night Striker. I've seen few arcade conversions as true to the original game as is Night Striker on the PlayStation! Simply a must have for NS fans. -The Stalker









DEVELOPER - TAITO

PUBLISHER - TAITO

FORMAT - CO

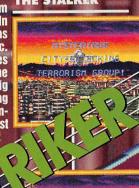
OF PLAYERS - 1

DIFFICULTY - EASY

AVAILABLE -



THE STALKER











provide for an always-fresh and exciting look, and the gameplay hardly ever gets monotonous. The old shooter edict of "seen one level, seen 'em all" definitely does NOT apply with Philosoma. Of these myriad sub-stages, only one comes to mind that is actually poor... the rest are beautiful. Whether Clockwork Knight-style "2.5-D," parallax-laden side-scroll, first-person 3-D or three-quarter view, every stage secretes sticky gobs of pure joy. Each "break" in views/sub-levels is illustrated via godlike, rendered FMV sequences that blend perfectly with the action. There is literally no waiting time between game and FMV, the video quality is near-perfect and the CG is nothing short of transcendental; easily the best I've ever seen in any video game. The hyper-cinematic opening alone will knock your socks off. But who really cares about cheap features like FMV, right? Back to the game...

Your fighter, the Strega (Which means "witch" in Ialian, according to the game's producer), comes equipped with four on-board weapons that can be powered-up to three levels: The Vulcan, a regular shot, a Laser that cuts a white-hot transparent swath through the enemy, the Rayblade, a rear shot that's used primarily for shooting behind you in the "flying towards the screen" els, and the Assault Break, a charge-up R-Type-style blast. You can also gain two types of missiles, the Woodpecker and the Lancer, and you have a limited stock of the best-looking bombs ever seen in a shooter, the Buster Grenades. None of these are necessary, though, except the Vulcan, and in some instances the rear-firing Rayblade. Sadly, you can effortlessly jaunt through the game using almost nothing but the normal shot. The other weapons, with the exception of the aweing Laser, are strictly bargainbasement. The Rayblade and Assault Break, though keenly named, are doubly painful: Both are pitifully weak and are about as impressive as the weapons in, oh, Raid on Bungeling Bay. Luckily, the control is extremely tight in all eight views and the firing is

The audio in Philosoma is rather nondescript - the fairly standard shooting game tunes can barely be heard above the constant chattering of your five allies and the sound effects - it's almost as if the music was turned down. Strangely enough, the score during the cinemas is excellent, booming cinematic stuff, but perhaps that's simply because you can hear it. The actual sound effects are very good, but nothing especially radiant comes to mind. The most impressive audio tidbit is the extremely well-acted perpetual conversation with your teammates, several of which die during the course of the game.

As with Arc the Lad, Philosoma was slightly disappointing, simply because it was hyped up to be the ultimate shooter. This game could have been much, much better if you had, say, ten continues for the entire game. It sure would make it last longer. The actual gameplay is reasonably hard... it just suffers from the Neo•Geo curse. Nevertheless, Philosoma is a must-buy for any PlayStation owner. It's unquestionably one of the best shooters of all time and an easy member of the 32-bit elite. The effects alone are worth the price of admission - the visuals here truly must be seen. If this is what shooters games are going to look like from now on, I'm there! Philosoma has unequivocally proven that there is no question as to the PS' 2-D abilities... now it's up to someone to use them in an effective, unique and, well... slightly longer-lasting way. **Nick Rox**





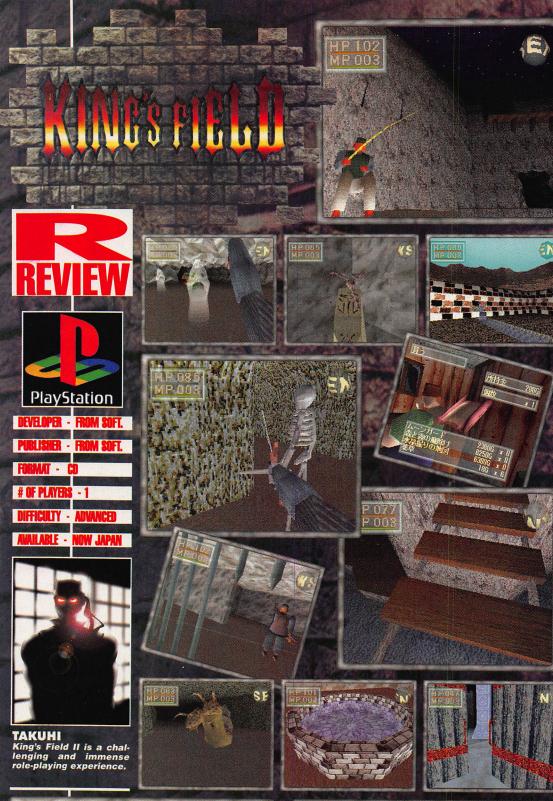
DEVELOPER: SCEJ

PUBLISHER: SCEJ

FORMAT: CD







HP 047 MP 003 Despite the fruity-sounding description of "half Doom, half Dungeon Master," King's Field II is actually an excellent game. The 3-D action is smooth, fast-paced and beautifully rendered, while packing all the strategy, mystery, and intrigue of a real RPG. Unlike the cheaper-looking, cheaper-feeling original, King's Field II is a 3-D masterpiece, and a shining example of what could be a promising new "next generation" genre.

Our hero, Aleba Masanette Leguna, has been cost to Masanette Leguna,

Our hero, Aleph Galucia Leguna, has been sent to Meranette Island in search of the mysterious sleeping entity that may be the source of numerous problems on the mainland. Unfortunately, a shipwreck has left him weakened and armorless, and few inhabitants of the island are able to be of assistance.

Aleph begins his fight with nothing but his dagger and a silly Italian name, and he'll die about a billion time in the first hour of the game -it's literally the hardest part of the whole quest. The dagger is probably the suckiest weapon in any game, ever, as you'll practically have to have your tongue down your enemy's throat before you'll be within range to hit him with it. But if you can seize the health-replenishing pool and nearby save spot, the quest gets easier — but not much. There's no auto-mapping, and maps are expensive and hard to find (not to mention sometimes inaccurate). Magic is cool and easy to use, but the item that replenishes your MP is too expensive to make magic cost effective early on. In fact, everything in the game is expensive. You may have to make do with that dagger and no armor for a few hours.

The difficulty level is high (pleasantly so, in my opinion), but you'll probably never get stuck. The dungeon in KF2 is huge, and expands in many different directions. If you find one area to be too hard, there are always other areas to attempt. With no king to tell you "Go here, do this," you're very much on your own. While some people might not care for the lack of structure, I've found it creates a great feeling of freedom, and enjoy the truly non-linear exploration.

The graphics in KF2 are exceptional. Many areas were designed for maximum graphical impact, such as rickety suspension bridges with giant waterfalls flowing from the sky on one side, and running water visible beneath your feet. While there's plenty of just-plain-dungeon parts of the dungeon, there are also brick-walled towns, underground rivers, seas of fire, old temples, and ancient ruins buried here and there. Most impressive of all is when you rise to the surface after a long stint underground, and see your first glimpse of a bright blue sky and a far off mountainscape. (cont'd on pg. 134)







Sony Music Entertainment has released just two CG cinemas for Kileak 2 which promises to have much larger and more interactive dungeons, rather than just corridors, better special effects and a lengthier quest. We'll be lucky if Kileak makes '95, though.

The oft-rumored Namco early arcadegame collection for the PlayStation is finally coming this November. Games on Vol. 1 are Rally-X, New Rally-X, Pac-Man, Bosconian and Toy Pop, among others, The price is unkown; hopefully it'll be cheaper than the average PS title.



ROUND













PILE-UP MARCH Proceed Yuni's first console game is the unbelievably detailed fantasy war simulation Pile-Up March, which combines hand-frawn BGs and polygon characters. Pile-Up is due October 27th.





Konami's Snatcher on the PlayStation... 'nuff said. No release date yet.









PAL, LEGEND OF THE DOG DEITY
Yet another traditional RPG for the PlayStation... but hey, I'm not complaining.
Toel Video's Pal does not yet have a release date.

ZEITGEIST Taito's first PS game, a 3-D polygonal shooter, is almost out... We'll have a review of this great-looking title next issue.

Sony's answer (well... it's more like a ripoff, but who's keeping track) to Virtua Cop is Horned Owl, due in '95. The light gun for this game was designed by Konami, so you know it'll be awesome.

















SO HERE'S A WORD OF UNLUCKY PEOPLE WHO CASH ON A BRAND K.I. CLEARLY DELIVERS ON 16-BIT, DOWN TO





AOL @ keyword: NO

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Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.



The only thing you need is an SNES...
OK and maybe a tourniquet.



It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.



Fully rendered graphics mean fully rendered pain.



Carnage...
mayhem...exploding
corpuscles...fun for
the whole family!(Not.)

SYMPATHY TO ALL THE DROPPED LOTS OF NEW SYSTEM, WHEN THE ARCADE FEEL THE LAST SPLATTER.

Fold

To Complete The Message, Fold So "X" Meets "Y"







Remember, you can pick your warriors...



...and pick your weapons...

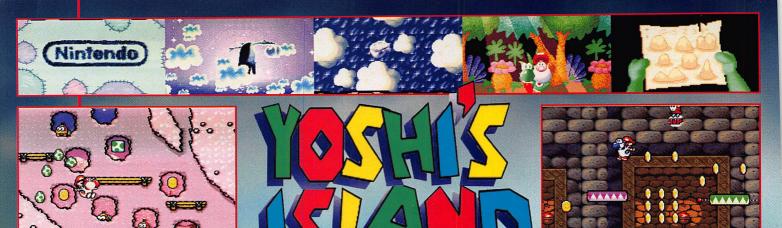


...just don't pick your scabs.



Even though others might say the end is near for 16-bit ...this sucker'll kill that feud.





REVIEW

Super Nintendo

DEVELOPER - NINTENDO

PUBLISHER - NINTENDO FORMAT - 16 MEG+FX2

OF PLAYERS - ONE

DIFFICULTY - HARD

AVAILABLE - OCTOBER



TAKUHI Such depth! Possibly the best Mario yet.

What's so special about Miyamoto games? There's just no easy way to explain it. Everything's perfect; graphics, feel, difficulty, value, and there's always something new. But there's a little something extra, too: That feeling of exploration. Hunting for secrets in colorful forests and unraveling puzzles in ghost houses... It reminds me of when I was just a kid, and me and some friends would go hunting for hidden treasure, and once we got lost in the sewers, and were almost impaled by spikes and we found this hidden pirate ship with all this gold and then bad guys took it away from us, but my Chinese friend Mickey replaced his marbles with... er... no, wait, I'm thinking of the Goonies. I spent my childhood sitting around playing, well, Miyamoto games. And what a childhood it was! But that probably wasn't my point.

Anyway, even without resorting to overly abstract rants, the quality in Yoshi's Island is obvious. Everything about this game was carefully thought out, planned, and executed. And everything turned out perfect. Even after playing 32-bit games all day long, I was still blown away by Yoshi's graphics. They're in a totally new style; as if they were drawn by children, scanned in, blown up, and filled with color. The SNES' color palette is used as it's never been used before, especially in the stunning backgrounds of levels 2-6 and 3-1. And there's tons of variety.

A lot was made of the fact that this game has an FX chip, a first in a side-scrolling title. It produces a lot of cool effects, that, yes, we've seen before, but never on 16-bit. More importantly, though, the effects are used to actually improve gameplay, not just show off. The sound's good too, if you can excuse Mario's ultra annoying shriek when he gets hit off of Yoshi.

The play control is, not surprisingly, amazing. The game takes place when baby Mario is dropped by the stork onto Yoshi's island and left dependent on the entire species of Yoshis (they hand him off, relay style, at the end of every level) to get to his proper parents. You can actually control Yoshi, and use all his

(sort of), do a downward crashing attack, and shoot watermelon seeds machine-gun style. There are ice and fire watermelons as well, stars that turn Yoshi into an egg and let a caped baby Mario take over, five different kinds and sizes of layable eggs, and 5 different creatures that Yoshi can morph into.

Indeed, you can look forward to a new gameplay concept on practically every level. The game is so imaginative and well thought out, you'll never know what to expect, and never be disappointed. From transforming into a train that can ride on chalk-drawn tracks in the background to eating enemies that give Yoshi an ever shifting psychadelic perspective on life, no two levels play exactly the same.

No Mario game is really a Mario game without secrets, and this game has tons. The basic world concept is this: You go through eight courses, in a specified

order, in each world. You can go back to any course you've previously beat, no matter where you are. Sound simple? Well, the trick is that the game rates your success at each level. Each level has 20 red coins, 5 big flowers, and over 30 stars (which sort of act as hit points for Yoshi— they're what ticks



Yoshilicious attacks and abilities to the utmost. Yoshi can still eat animals and spit them out, but it's far more advantageous to lay them out as eggs, stockpile them, and shoot them at your foes later on. You can aim carefully with a moving trigger, that can be locked with the L or R buttons. Yoshi can also fly





World 3

Kill the monkeys, then eat their watermelon for some serious firepower. Also look forward to the first submarine transformation.





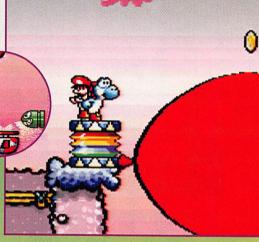












World 4

Have fun with balloons while you breath in the beautiful mountain air, and gaze at the dazzling sunset colors in the background. This world also contains another opportunity

for Yoshi to get ripped on hallucinogenic-filled puffball enemies. Enjoy.



World 5

Hit the slopes in World 5. Knock snowmen off of the skilifts so you can use them to get around, and don't forget to duck into the lodge on world 5-4 to change into your skiis.











World 6

The final challenge. Levels are long here, and the enemies are particularly big and nasty. If you've been col-

lecting perfect 100's up to this point, keep it up on 6-8 and 6-9, and then get ready to collect your reward.











29220:1

Yoshi's has the best, and biggest bosses of any Mario game. This is just a small sample.











DEVELOPER - CAPCOM

PUBLISHER CAPCOM

FORMAT - 24-MEG CART

OF PLAYERS

DIFFICULTY - HARD

AVAILABLE - 4TH OTR

Imagine awakening one morning only to find that nobody in your hometown recognizes you... Thus begins Breath of Fire II, the more-than-worthy prequel to last year's RPG sleeper. When the young hero returns to his home, the town church, he discovers that his father and sister are gone! All he finds is an old priest, who offers to take him in as an orphan. In the middle of his first night as a stranger in his own village, he meets a youthful thief named Bow who massuerades as an orphaned waif to steal valuables from churches. Having nowhere to appear he point Bow, and has no choice but to begin a new life as a Ranger; basically a handyman that will do anything, for a price. I won't go too in-depth on the story, seeing as Bof II doesn't come out until the fourth quarter and our preview ROM is still very early. The gibberish you see in all the battle sequence shots is debugging info.

During your quest, you will gain a total of seven party-members, including Rand, a huge rhino-dude, Nina, the winged girl from BoF I, Sten, a monkey magician, Katt, a werecat, Sper, a grass being, and a bipedal frog called Jean. As in part one, certain magic allows you to combine party members into one super-entity during battles.

Basically everything from part one has been expanded upon. The lights are much more detailed, featuring double the frames of animation and Final Fantasy III-caliber spells. The overall look of cities, dungeons and other locales has been vasily improved, featuring more animation on fountains, grass, fireplaces, etc.

Happily, Capcom has changed very few names in the game, but I have noticed that many names have been translated as they were known in Japan, and are consequently different from Square's US version of part one. For instance, the town called Winlan in I is now called Windia. Though I hate changing names, I hate continuity errors more (see my articles on the US Phantasy Star IV) so I hope Capcom will see this article and re-translate everything as it was in the American I... and I REALLY hope they won't go the American comic-book cover route. I'm running out of space here, so look for more coverage on this excellent RPG in future issues! - Nick Rox

Years Later.







Let's follow it!





NICK ROX

A more-than-worthy prequel to the original BOFI



The Real Thief!!



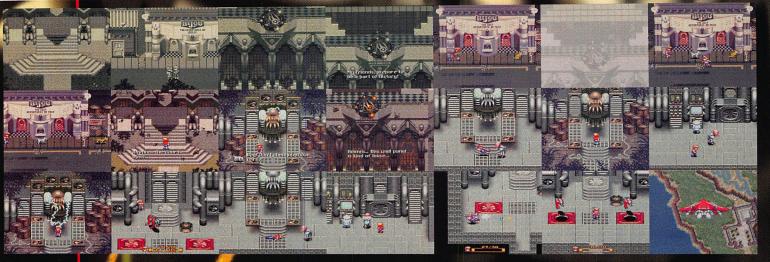












DEVELOPER

PUBLISHER - SOUARE

FORMAT -24 MEG+BATT

OF PLAYERS

DIFFICULTY INTERMEDIATE

AVAILABLE - OCTOBER















ODDLY ENOUGH YOU'RE NOT THE THE ONLY PODUNKIAN IN EVERMORE... MEET FIRE EYES. THE LOCAL CHIEFETTE OF THE PREHISTORIC VILLAGE. SHE'S PACKIN' LETHAL RAYBAN'S AND HAS MASTERED ALCHE-MY. FREQUENT HER HUT FOR VALUABLE INFO.

Regarded worldwide as the leaders in Role Playing, Square Soft is Regarded worktwide as the leaders in Role Playing, Square Soft is responsible for some of the greatest games of the last two decades. Until now, all of their games were developed in Japan and subsequently echoed Japanese themes. For the first time, Square Soft of America has created their own title, using the company's tried and true formulas except with a more Saturday morning cartoonish storyline. At first it was hard to swallow, because I love the high thrama exemplified in Japanese RPGs, but I must admit, I'm very impressed with the overall quality of Everynore.

This is a solid Action/RPG in the Secret of Nana vein. In fact, in many ways it is more innovative, with the use of sporadic SG, a truly interactive landscape, and some big, ugly, USDA monster bosses. The

story revolves around a boy and his dog who stumble across an invention, which years before vaulted a mad Doc and his colleagues to the fantasy world of Evermore. The dog chews on a wire, activates the program, and whammo, goodbye Podunk, helio Evermore.

The played through a good part of the prehistoric scenario and I must say, I'm hooked. I'll finish the game and present a review along with some info I assimilated about SUEs devolopment and meet you back here in the November issue.

So far, I only hope the music improves. The sound effects are intense but in the jungle all you can really hear is, well, the jungle. Square games inherently have some of the best music in the known universe so I'm hoping for some trademark tunes later on as I progress. As far as balance, the game seems right on. The maps are huge and require constant exploration and the alchemy spells are a splendid play mechanic. Each battle is do-able but definitely not too easy or boring. Everything seems AOK, except for Fire Eyes. I'll have to get used to taking orders from a punky ii' freckde-faced girl. But I'll survive. See ya' next month. survive. See ya' next mont



TAKAHAR an American ımm... uare game. Let's ke a look shall we?



















A FEW HOURS AGO. YOU WERE WALKING HOME. NOW YOU'RE STANDING IN FRONT OF A GIANT SERPENT IN THE MIDDLE OF A SWAMP. IN A WORLD OF ILLUSION... AND THE ADVENTURE IS JUST BEGINNING. TUNE IN FOR OUR REVIEW NEXT MONTH AND FIND OUT MORE ABOUT THE SECRET OF EVERMORE.

DEVELOPER

PUBLISHER - ACCLAIM

FORMAT - 32 MEG CART

OF PLAYERS

DIFFICULTY - ADJUSTABLE

AVAILABLE - SEPTEMBER



THE STALKER Still another very hard Batman game.

Acclaim, is set to deliver the next entry in the ageless Batman series. Based on the hit movie, Batman Forever is a dash through the big-screen story in typical Final Fight-esque side scrolling fashion. You must assume the role of Batman or Robin (or team up with a friend) and fight your way through eight furiously challenging stages and defeat the diabol-ical Riddler and the heinously evil Two-

The first thing you'll see that makes Batman Forever stand out is its digitized graphics. The color, animation and detail are fairly on target, the backgrounds are clean and the scrolls are smooth (albeit too few in number). The backgrounds get better as you progress, but given the game's extreme difficulty, few will ever realize that. While the games not overly hard in execution, at certain points enemies can the second of the screen, and the second of the screen and the second of do so often. So you've built up 8 lives over four levels, and all of a sudden a few cheap shots and it's game over. By the way, there are no continues. You'll have to invest some serious time to see the end of Forever.

Most of the music in this monster cart

can only be described as scarce. This is a bare bones soundtrack. I suppose little memory was left after squeezing in all of the animation and digitized graphics. At

least it's not annoying.

Batman Forever features a complex new system of control with multiple punches and kicks complementing a host of special techniques executed with SF2 style movements. Another game-play addition was the "competitive" two player mode where Batman and Robin



beat up on EACH OTHER as well as the enemies. One nice new feature is this game's

"Training Mode", where you simply beat up enemies and learn the controls.

True Batman fans may really get a kick out of the first Batman game to feature live actors and the new, more sophisticated control scheme. There's a lot of innovation in Batman Forever, but some of the basics were sacrificed in exchange for the cutting edge graphics. If you don't mind learning a new dimension in control, and you have the patience to beat a super-hard game with no continues, give Batman Forever a shot. -The Stalker





















DUCED HIGH QUALITY 16-BIT SOFTWARE INCLUDING: STIMPY'S INVENTION, JP RAMPAGE, DESERT DEMOLITION, WORLD SERIES BASEBALL '94 & '95 AND NOW VECTORMAN! WE'LL HAVE MORE ON BLUE SKY AND VECTORMAN NEXT MONTH.



I-SEE

1010

3:26









There's a big patch of Blue Sky headed your way if you're one of the millions of people who

own the enduring Sega Genesis or plan to buy the soon to be released Sega Nomad hand-held. Blue Sky's Vectorman is headed your way, and this is one adventure you simply can't miss. In fact, if you're waiting for that farewell 16-bit game, then this is the one. The chances a better title will follow VM is slim to none. This is without a doubt one of the best Genesis games.

without a doubt one of the best Genesis games ever created. It's filled with genius play mechanics, huge levels, and debuts one of the

coolest characters the 16-bit genre has ever









DEVELOPER - BLUE SKY

PUBLISHER - SEGA

FORMAT - 24 MEG CART.

OF PLAYERS - 1

DIFFICULTY - INT. - ADV.

AVAILABLE - OCTOBER



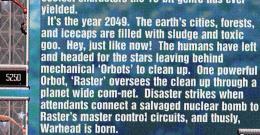




2:02

5250





Warhead stands for tyranny, hatred, and oppression. By his decree, the earth is forged into an instrument of death for returning humans. Meanwhile, Vectorman lands in his barge after delivering a load of sludge to the sun. While all this mayhem was unfolding he was away. Unhindered by Warhead's evil mind control, he sets out to free the earth, and pulverize Warhead.

Vectorman is a platform gamers dream come true. Lightning fast response time, fluid animation, non-stop special effects, loads of parallax and transparencies gobs of gun power-ups, and a rhythmic beat all set on the ultimate Genesis engine, makes for one helluva platform

masterpiece. The smoothly animated spherical star of the show is packed with so much per-sonality it's scary. Just manipulating

Vectorman about the screen is fun.

Each area in Vectorman is a cavernous wonderland of platforming energy. All of the major attractions are here, hidden areas, big animated sprites to blast, stuff to ride, and even power-ups that morph you into all sorts of spherical transformations, including a cart, drill, and a heli.

All I know is that in Day 4 (Vman features days rather than levels), you see the Genesis do a lens flare and a waterfall that make you wonder if the coder has some kind of super powers. The effects in this game defy the hardware, at least from my vantage point. However, when I asked how he achieved them he very nonchalantly attributed them to the G's hardware as if he had little to do with it... hyper modest. He's really good. I'd name him but then I'd feel compelled to list the whole team. From the animator and designers right through to the com-





MECTE VEGTORMAN AND SEGME NOMAD IN THE SAME MONTH... LIFE IS GOOD.

























posers, everyone involved in Vectorman did a "beyond the call of duty" job. We'll get into that next month when we review Vectorman and do a lit-tle 'behind the scenes.' I'll have some cool hints and what-not as well. For now I'll leave you with one exclusive code you can try as soon as you start the game. Pause the

action at any time and type in "DRACULA" with the buttons and D-pad (Down-Right-A-C-Up-Left-A). Now the game will look totally normal, but when you take a hit, dramatic slo-mo will take over briefly. I'll be back with lots more on Vectorman next month, so stay tuned, and get ready. We've barely nicked the surface -F. Storm surface. -E. Storm









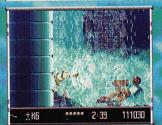








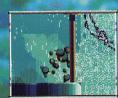
























Explosive speed is Deion's trademark. And this year's game play is faster than ever, even fast enough to keep up with Prime Time.

YOU NEVER KNOW WHAT GOING TO

HE'S SO FAST AND UNPREDICTABLE, EVEN HE DOESN'T KNOW HIS NEXT MOVE. BUT YOU DO.

Deion Sanders is the NFL's premier free agent. Sega Sports lets you choose where he plays!



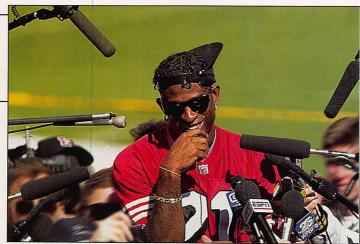








Choose to play on any of the 30 NFL teams including the two new expansion teamsthe Jaguars and the Panthers.



PRIME TIME NFL FOOTB

Look 65 yards downfield to see if Deion's got your receiver covered.







One for the record books. This new feature tracks your personal best performances in over 20 different categories, plus team bests in over 30.











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Winter '96





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Cal Cavalier

As discussed in The Editorial Zone this issue (page 4), last month the worst tragedy ever struck the pages of GF Sports: the text for our review of College Football USA '96 was sabotaged and rewritten with offensive language, and one of the ratings was also changed. Chip and I were of course shocked. Chip's entire body turned red and he tried to punch a hole in a wall with a Zamboni. Below you will find, word for word, the original College Football review as it was intended. Our deepest apolo-gies to Namco, EA Sports, and the rest of our

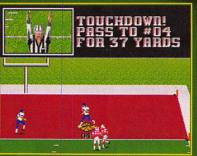
Chip



readers... why do things like this have to happen, we just want to play ball and write!

On a somewhat positive note, you'll notice this issue features our first GF Sports cover in many moons. With the approach of the big fall/winter selling season there are more sports games than ever, look for GF Sports to continue to expand. See you next month. -Cal Cavalier











DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS

OF PLAYERS - 1-4

DIFFICULTY - MEDIUM AVAILABLE - NOW

16 MEG CART.

FORMAT -



Now that Bill Walsh has taken a desk job at Stanford, he's no longer a desirable license for EA Sports. While

College Football doesn't display '96 illustrious coach's name, don't let that dissuade you, this is defi-nitely the best colle-

giate football game yet.
CF '96 is another typical EA annual addition: basically the same game as last year, but with a little more to offer. The biggest new addition is the ABC Passing the ABC Passing System option. With this

system turned on you can pass to one of the three pass to one of the inference receivers which correspond to the buttons (as always). The new part is that with this system off, you can select from FIVE receivers... However, you have to hit B to cycle through them all (uggh). Why didn't EA add a six-button controller option and call this the ABCXYZ system? Arrgh!

College Football has switched completely away from the "windows" passing paragraph.

dows" passing perspective to a more traditional down-the-field perspec-



ences.

four

streamline the process.

tive. The good news is all of the graphics have been redone and the visuals are about as good as the Genesis gets. The player animation is hyper-refined compared to last year with many more

frames for turning, diving, juking, etc. CF '96 packs all the essentials: 108 Division 1A

streamline the process.
Football fans in general will wonder, why buy this game AND Madden? Well, those extra college touches really help, such as the press Top 25 rankings, the pinpoint detail team logos, the conferences, and the bowls. If you want, you can even break NCAA regulations and enter actual player names. It's hard to put down EA's 16-bit sports games, because almost all its "series" games are so refined at this point they should be bronzed. While CF '96 is (by definition) not a must-buy, college ball fans may want to grab this year's squads and take it all the way to January 1. — Cal Cavalier



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OVERALL: 80







Tecmo Super Bowl 3: Final Edition is presumably the final 16-bit Tecmo Bowl game, and is billed as the complete, perfect version. In certain areas, the third installment of the classic pigskin series has improved, and in other areas it has stayed the same... Which I think is too bad. On the plus side, there's much more in

the way of stats, records, and team management options. You can now edit and create players, assigning whatever stats you want (capped by an ability point limit). The new Grow Up System allows players to improve over time based on

players to improve over time based on their performances and experiences. There's also a Free Agency Mode enabling you to acquire free agents.

TSB3FE offers way more than stat improvements. The cinema screens are bigger and bolder than ever, featuring a bitchin' zoom-up for big plays. There are more plays than ever, plus enhanced sound effects, new field patterns, and ever, plus enhanced sound effects, new field patterns, and every play though the playbooks. As you'd expect all the real '95 teams selectable playbooks. As you'd expect, all the real '95 teams and players are included, plus three field types and three

weather conditions.

TSB fans who hate any tinkering with their beloved game will be happy to know that the basic gameplay engine and perspective are still the same. Guessing your opponent's play call is a major factor, and the familiar collision feeling is the same as always. However, I for one would have liked to see a the program of the same as a s

have liked to see a major overhaul. For instance, why is the passing system still the old clunky "cycle through the receivers," when Tecmo could have easily instituted a system where the SNES buttons correspond to individual receivers? Also, I think the minuscule number of plays (16) per team is, by today's Madden standards, pretty weak.

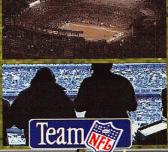
Change is bard to resist, but Tecmo has stuck by its guns for four sequels and counting. Basically, if you are addicted to the series you have every reason to pick up TSB3FE, but many football fans will find this game a bit too trapped in the past.

-Cal Cavalier





















TECMO DEVELOPER

PUBLISHER TECMO

12 MEG CART **FORMAT**

OF PLAYERS - 1 - 2

DIFFICULTY-INTERMEDIATE

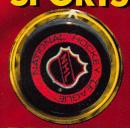
SEPTEMBER AVAILABLE

OVERALL: 84

OVERALL: 89



AVAILABLE - SEPTEMBER



The first 32-bit hockey game is almost upon us. Sega recently sent GameFan a beta version of its intense NHL All-Star Hockey and I, of course, had to be the first to play it. Sporting 3-D graphics, tons of FMV, and more features than any hockey game to date, Sega's NHL shows potential.

With the power of the Saturn, Sega managed to create an awesome 3-D rink. The character graphics are good, but pixelated as of this version. Hopefully Sega will change this before the final release of the game. Sega has also incorporated a lot of high-quality FMV inside All-Star Hockey. From the long FMV intro, to the almost full-screen tour of the Hockey Hall of Fame, Sega has finally made good use of the technology. (I for one, never thought it possible.)

Beyond the graphics, Sega has added tons of new features that can't be found in any other hockey game. For example, not only can you create new players in Sega's NHL game, but you can also create entire teams. A help menu gives advice to beginners, and the records section provides a brief story behind each of hock-

ey's coveted trophies. The Hockey Tour gives players a quick five minute walk through the Hockey Hall of Fame. Then there are the smaller extra features for the picky die-hard players. Additions like the introduction of starting line-ups, commentary, and the playing of the national anthem, give players a better "in the game" feeling.

As for gameplay, NHL Hockey was beta, so things aren't set in stone yet. As of now, you can do all the basics like passes, one-timers, and slap shots. However, checking was undefined at press time, so it's unclear if you will be able to control the type of checks you can perform. (Can you imagine being able to purposely cross-check your opponent?) And of course, there's no word if fighting will be available in final version, but since all other hockey games now have it, Sega hopefully won't let us down.

fully won't let us down.

All in all, Sega's NHL Hockey shows a lot of promise for the future of hockey games. So get ready, hockey fans, the next generation of hockey games is beginning. -E. Suzuki



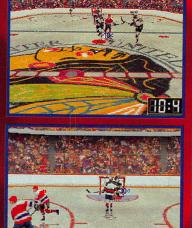












43











It's that time of year again. Hockey season is upon us, and with it comes EA Sports' newest version of NHL. With NHL '96, EA, like Nintendo, has given players a good reason not to upgrade to 32-bit.

EA has wisely reverted NHL's perspective back to the older 3/4 view. This makes for more character depth and puck control since you can now tell how high a puck is off the ground. Characters have new and better animation sequences for everything, including checking and goalie saves. Players who are checked now roll over on their stomach, just like in real life. Of course, because of last year's extremely stupid hockey strike, there are no all-star teams. all-star teams.

all-star teams.

Of course, one of the (if not the) biggest new features in NHL '96 is the re-addition of fighting. (Finally, Geary Roberts and Marty McSorely have value again.) Along with the old punch to the head and body, EA has added the grab move, where you try and pull a person's jersey over their head. Truly skilled players won't go for the knockdown, but instead, try and humiliate their opponent by doing the Jersey Pull. Just to humiliate a player further, EA lets you hit your opponent while they lay on the ground (if you use the Jersey Pull maneuver).

High resolution, large graphics were never one of NHL's strong points. Instead of featuring cheap glitz with no gameplay, NHL has always been about solid competitive gameplay. Overall gameplay is faster and feels a lot

gameplay. Overall gameplay is faster and feels a lot smoother than any previous version of NHL. It's also nice to know that you can check a person easily, but not be able to steal a puck from them easily. If you love to watch opponents get checked, you will love NHL '96 because it has some of the nastiest checks ever seen in a hockey game.

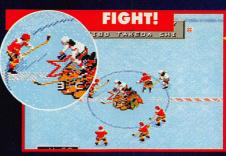
a hockey game.

One-timers have been improved so that you can now do one-time passes as well. This is a great feature for expert players since you can do the old give-and-go move. But beginner players be warned: If you don't have perfect timing and aim, you'll usually pass the puck to the other team. The other new move in both versions of NHL '96 is the famous Spin-O-Rama move. This move is perfect for players to either brag when on a breakaway, or deke-out an oncoming opponent.

The SNES & Genesis versions of NHL are basically the same this year. In the Genesis you can create players and have your full season saved to battery. In the SNES, players have one new move called the Super Stop, and there are voice announcers. Gameplay in both versions

there are voice announcers. Gameplay in both versions is outstanding. However, since it's a lot easier to score in the SNES version, the Genesis remains the version for true competition.

If you own or like any other version of NHL, you owe it to yourself to go and purchase this game. Any feature you liked about the old version is in here, but better. Enough said.... - E. Suzuki







COMING IN FOR THE SHOT

COMING IN FOR THE SCORE

CENTERING THE PUCK

















DEVELOPER - EA SPORTS

PUBLISHER - EA SPORTS FORMAT -

16 MEG CART # OF PLAYERS

INTERMEDIATE DIFFICULTY -

AVAILABLE -SEPT 22



EA SPORTS DEVELOPER

PUBLISHER EA SPORTS

FORMAT - 16 MEG CART

OF PLAYERS - 1-4

NTERMEDIATE DIFFICULTY -

SEPT 22 AVAILABLE -









ECMO SUPER BOWL III: FINAL EDIT



Question: Did the 49ers win the Super Bowl because they were the best looking team in the NFL? Of course not! They won because they played the best. Similarly, it is not enough for a video football game to appeal to just the eyes. While most football 'games" offer just "eye candy", ONLY Tecmo gives you the great looks and the awesome game play needed to capture the total NFL experience.

- Final Edition offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, Tecmo Super Bowl III - Final Edition is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each



pick a team to man throughout the

BETTER FEATURES

Along with offering all 30 NFL teams with 1995/96 rosters, Tecmo Super Bowl III -Final Edition brings you the ULTIMATE option: Custom Player Creation. Select name, number, position, team, and customize individual abilities for up to 37 players. Have your custom player play well during the season and you can develop/improve his skills further as you head into the playoffs. Only Tecmo gives you the chance to add YOUR name and player to the huddle with your favorite NFL players.

Other clutch options, for those who like to play G.M., are the Trade Mode that allows



you to pull the trigger on a blockbuster deal, and the all new Free Agency (FA) Mode. The FA Mode allows your to release/acquire free agents from all of the NFL teams before the season kicks off. You can be conservative and go for backups, or clean some house and go after the best Runningback to put your team in "Prime Time". Its up to you.



1995/96 season. Now, air and grind it out to see who is good enough to make it to the playoffs. Continue the elimination rounds of the playoffs, and have your two best battle for football supremacy in the Super Bowl. The Battery Backup will allow you to take time out, but

with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.



BETTER HURRY

THE FINAL CUT.

Those other "spectator" sport football games just aren't going to make the final cut! So don't be just a "spectator", bring home the REAL DEAL, bring home Tecmo Super Bowl III - Final Edition and find out what it's really like to PLAY it! Be sure you reserve your copy by October 3rd, 1995 or you may not make



BETTER PLAY AND REPLAY Tecmo Super Bowl III - Final Edition not only gives you the players

and action you want, it gives it to you the way you want it. The game play is a "snap" to get into and does not require any previous football experience (unlike some other football video "games").

The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that Tecmo Super Bowl III

TO ENSURE RECEIPT BY CHRISTMAS, RESERVE YOUR COPY BEFORE OCTOBER 3rd TECMO SUPER BOWL III: FINAL EDITIO The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions. Name Amount of Deposit \$ Store Stamp or Receipt Address City_

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PlayStation beyond that there all the minute details hockey lovers **NHL FACE OFF** This is the main event, what will appreciate, such as the we've all been waiting for... crowd pounding on the glass. Sony has many features planned for Face Off. There Sony's original hockey game for the PlayStation. The shots on this page will be real NHL show you the teams and players, five differmultiple camera ent types of angles, amazing checks (cross, poke, hip, shoulder, and slashdetails

the ice and distortions on the glass side-boards, spectacular FMV intro, etc... What still shots can't explain is how this game moves. The motion-captured player animation combined with the fluidity of the screen scrolling is amazing,

plement of stat listings, team management options, and instant replay. We'll check in with an update on this gem's progress soon!





such

reflections in

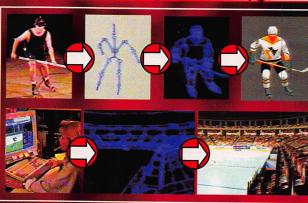




ing), a full com-







The Secrets of Sony's Motion Capture Animation

Sony's serious about sports! The development team brought in real-life. (semi-) pro athletes and filmed their movements on blue-screen. This translates into wire-frame, motion captured animation, which animators develop into full-blown game anims. Wire-frame motion capture provides the basis for the ultra realistic, revolutionary animation in NHL Face Off and NFL GameDay.











Like NHL Face Off, NFL GameDay brings a new level of motion-capture animation to the PlayStation. The seamless blend of the shifting camera angles brings a new dimension to the game play. Viewing and playing the game from the "three yards and a cloud of dust" perspective is quite different from, say, the goal-line camera. What this means is, depending on the play and how it unfolds (running or passing, short or deep), you'll get an appropriate view and environment.

GameDay will be heavy on detail, including some amazing stadiums complete with animated cheering crowds. This will be a game that, if executed the way

with animated cheering crowds. This will be a game that, if executed the way it should, will immerse you in a true NFL Super Sunday like never before... We'll keep an eye on

this one as it develops

Due this November from Sony, NFL GameDay brings a multi-perspective football experience to the PlayStation.









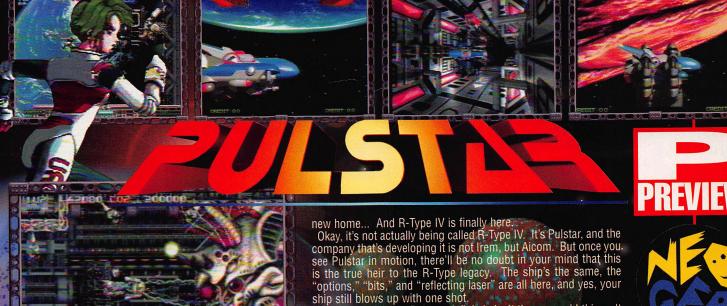


The only way I can describe Nazca's Metal Slug is "Contra with tanks." Though early, our preview version was complete enough to state one fact with a fair amount of certainty: Metal Slug is gonna ROCK! Imagine taking control of this cool little tank (Suspiciously resembling Dominion's Bonaparte not a little) and just... well, ANNIHILATING everything in sight. Non-stop carnage and property damage is sure to ensue when we review erty damage is sure to ensue when we review MS next month. - Nick Rox









After Irem's untimely demise, I think we were all just a bit worried about the geniuses who created R-Type. It just didn't seem right that the team who created the most influential shooter series ever should be forced to resort to, I don't know, selling their kids for food stamps. But worry not, because SNK has recognized their genius, and given them a ship still blows up with one shot.
But R-Type IV... er, Pulstar, definitely isn't the same old thing. It tips the scales at 360 megabits, and Aicom spent the memory wisely. Every enemy is rendered, and the animation is dazzling... They must have spent at least 8-meg on level 2's 3-D rotating turtle alone. New weapons are plentiful, and the good ol' R-Type multi-screen boss concept makes its return - many, many times. Pulstar promises to revive one more R-Type tradition: The infuriating level of difficulty that we've all come to love and hate. Pulstar makes Viewpoint look as challenging as the My Little Pony NES game. Hey I wouldn't have it any other way.

NES game. Hey, I wouldn't have it any other way.

Pulstar hits arcades next month, and cart and CD Neo systems by the end of the year - definitely the shooter event of the year. Welcome back, "A"Irem (wink!). You've been missed.

-Takuhi



DEVELOPER - AICOM

PUBLISHER -

360+ MEG CART.

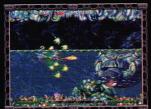
OF PLAYERS

DIFFICULTY



























shortcomings, however. The character art and animation are also a sight to behold. (This game's so damn good I'm running out of positive adjectives and clichés to describe it...) although the animation quality is inconsistent.

Play a Kyo VS lori match and you'll see what I mean... Compared to the literally better-than-Capcom-animation lori, Kyo, although animated to a level surpassing 90% of the other fighters out there, looks decidedly Yie-Ar Kung Fu. Also somewhat annoying was SNK's answer to the Super Turbo paradox: "Should we animate the characters' new moves with more frames than their old attacks or keep the frame level consistent?" SNK, fortunately and unfortunately, chose animation.

The joy just never stops in KOF'95, as the sound is no exception. The Neo's six-year-old

Yamaha sound system is AFLAME in this game. The music is astounding, mixing that trademark AOF "long English samples that mean nothing" genre of SNK music with happy Fatal Fury tunes and totally original stuff, like the Rival Team's jazzy stage theme. The voices are also glory, and, miraculously, the new samples for the old characters were ly, the new samples for the old characters we done by the same voice actors as in '94... no fruity "Tiger KNEE♥!" to be found here.

If you are a fighting fan, seek this game out and play it. I guarantee you'll love it. There are just no two ways about it; KOF'95 is one of the best fighters ever, ranking with such classic joy as SF2, Samurai, FFS,



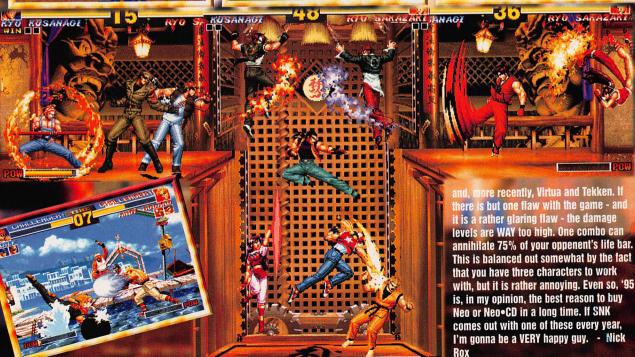








DEVELOPER: SNK





NICK ROX

The best fighting game since



















The KOF combo system is largely similar to SFII's, with a bigger emphasis on juggles. It is thought that each character has a move which will initiate the juggle, at which point any regular attack and certain special attacks will hit once in the air. Below are two of the most outrageous juggle combos in KOF'95 - both do at least 75% damage.



1.) Jump in with a deep Strong Kick.



2.) Low Strong Punch.



3.) Immediately two-in-one into the Technique No. 75: Kai 3.) Juggle with a Technique No. (↓ → + B.B or D.D.)



100: Oniyaki $(\rightarrow \lor \lor + A \text{ or C.})$



1.) Jump in with a deep Strong Kick.



2.) Low Strong Punch.

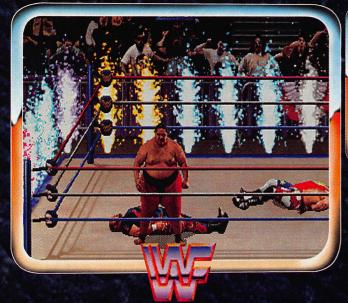


3.) Immediately two-in-one into the Hien Shippu Kyaku (Charge $\angle \rightarrow + B$ or D.)



3.) Juggle with a Zanretsuken (→ > ↓ L C + A or C.)





Forget Pay-Per-View and fussing with the ticket office, Midway has delivered a quarter-munching rassling with the ticker office, indoway has delivered a quarter-munching rasslin' game that captures the true essence of the WWF: mindless fun. Get set for a trip into the gaudy world of professional wrestling, Vincent K. McMahon style!

You'll see that WWF Wrestlemania just oozes graphic machismo all over the place. The digitized on-screen characters are absolutely bril-

liant. That level of fluid, vivid realism is very difficult to achieve.





Even the brief post-match intermissions are beautiful.

WWF Wrestlemania showcases eight frighteningly eclectic Vinceland creations. These range from the calm, scientific mat wrestlers like Bret Hart and Shawn Michaels, to the absurdly bizarre Undertaker and Doink. Yes, that

to the absurdly bizarre Undertaker and Doink. Yes, that dorky clown guy made it in there! Despite the wide range in personalities, there's a basic balance that makes each character very easy to play as.

Bad wrestling games are just too terrible to think about, while a good wrestling game is a blast to play. The key ingredient is a coherent marriage of control and game-play, which is superbly achieved in WWF Wrestlemania with a system almost mock-SF2. This game is just right for the arcades. Each character has his special moves, and each has his own trademark finishing maneuver. You can go head to head, team up with a friend or go on a can go head to head, team up with a friend or go on a quest for the Intercontinental, or the more prestigious WWF World Championship. The action is so smooth and so realistic, it's extremely hard to play this game once and walk away. It's that cool!

Every wrestling fan should plug into this game. It's a total trip. Even if you don't particularly care for WWF entertainment (I'm a hard-core ECW mutant myself), you still have to play this game just to experience the graph-

ics and gameplay... and maybe become a frothing WWF fan in the process!

-The Stalker







DEVELOPER MIDWAY

PUBLISHER

JAMMA BOARD

OF PLAYERS

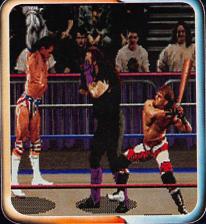
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AVAILABLE











THE STALKER

Wrestlemania... "What the World Is Watching."







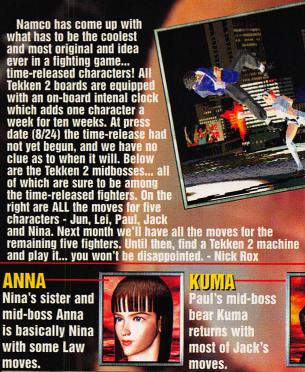
Lee, a combination of Law and Kazuya, is Heihachi's midboss.



Jun's mid-boss Wang is essentially a soupedup Michelle Chang.



Nina's sister and mid-boss Anna is basically Nina with some Law moves.



Paul's mid-boss bear Kuma returns with most of Jack's moves.









P. JACK
Jack's boss **Prototype Jack** is back with less machinery and shades.



KUNIMITSU Yoshimitsu's boss Kunimitsu has mysteriously become a woman!



GANRYU The Jackderived sumo wrestler Ganryu is now Michelle's boss.



A. KING King's mid-boss in a clone of himself with armor on. Hence, "Armor











The all-new Taekwando mas ter Baek Doo San is Law's new mid-boss



RRUGE Another new character, Lei's boss Bruce resembles Sagai not a little.



KAZUYA Kazuya, the main character from Tekken 1, is the first Boss that each fighter faces.



D. KAZUYA The fearsome winged Devil Kazuya is the final boss. Watch out for that eye-beam STAGE10 08'48"00



















Sui Renkei - LP, LP Kasumi Shoken - Hold → LP Oni Satsushi - RK, RK, Hold → RP Shinkuu Kariashi - LK, RK, RK, RK Kariashi Kyuuntsui - LK, RK, RK, RK, LK Ryuuntsui - LK+RK Suikei Shitageri - LP, LK Sourenkei - LP, RP Kaeshi Waza - When the enemy attacks, Hold ← LP+LK or RP+RK Hakuro Yuubu - LP+RK, RP, RK Hakuro Yuubu - LP+RK, RP, RK
Kasumi Geri - Hold → RK
Shiun Nidan Geri - Hold ↓ LK+RK
Oni Otoshi - Hold → LK
Kariashi Hakuro Yuubu - LK, RK, LP+RK, RP, LK
Suiren Shiun - LP, LP, RK
Taizan Hakuro - LP+RK, RP, LP
Suiren Shotai - LP, LK, LK
Suikei Kariashi - LP, LK
Suikei Kariashi - LP, RK, RK, RK
Ryusha Geri - Hold ← LK
Ryusha Geri Kariashi - Hold ← LK, RK, RK
Ryusha Geri Oni Satsushi - Hold ← LK, RP
Taizan Hakuro Kariashi - LP+RK, RP, LP, RK, RK,

Lei Oolona

RK

Lie Down - ↓, LK+RK Chokyukyaku - When lying down with head towards enemy, LK+RK Spring Up - When lying down with feet towards enemy, LK+RK
Gyoshin Kosoembu - When lying down with head towards enemy, LK - RK
Turn Your Book, LK - LK - RK

Turn Your Back - ← + LK+RK
Back Strike - LP with back turned
Haishin Kasouda - ↓, LP with back turned
Shinshin Haishin + RP with back turned
Haishintai - LK with back turned Haijinraku - LK+RK, LK+RK, LK+RK with back turned

Shinshin Kosoembu - ↓, LK, LK with back turned Kosoembu - Tap ∠, RK, RK Tenshin Renho - LP+RP

Sempu Renkyaku - LK, RK Shin Sempu Renkyaku - Hold →, LK, RK Ryusei Chudan Kyaku - Tap →, LP, RP, LP, RP, LK Ryusei Gedan Kyaku - Tap →, LP, RP, LP, RP, RK Rouga Yoshin Geki - Tap →, RK, LP, RP, LK, RK Rouga Kosonzan - Tap →, RK, LP, RP, LK, Hold ↓, RK.

rk. Yoshin Geki - Tap →, LK, RK. Kosanzan - Tap →, LK, Hold ↓, RK. Kyokan Kyaku - LK, LK Raiko Dankyaku - Hold →, RK, LP, RP, LK Raiko Dhudankyaku - Hold →, RK, LP, RP, RK Koryutai - RK, LK Sousouga - (Blocking Attack) Tap →, RP, LP, RP, LP

Toppling Attack - Tap →, Hold →, LP+RP Hisuicho - Hold ←, LP+RK Hooh Sempu Kyaku - RK during the Hisuicho

Yoso Renkyaku - LK, LK, LK during the Hisuicho **Fukushin Koryutai - When down with legs towards** enemy, RK, LK **Fukushin Sotai - When down with legs towards** enemy, LK, RK Fukushinkatsu - When down, LK, RK Kenzan Renkyaku - RK, (Feint Frame) RK, LK, LK

Tomoe Nage - LP+LK, Hold ← when close Special Smash - Tap →→, LP+RP when close One-Two Punch - LP, RP Sohi Tenkayku - Tap 2, LK, RK Ponken - ↓ >>, RP PK Combo - RP, LK PDK Combo - RP, Hold ↓, LK Rakuyo - On the way down to ducking, RK, RP Azese Geri - Tap → Hazakura - Tap 🛂, RP when ducking Stone Punch - On the way down to ducking, RP High Samporyu - Tap →→, LK, RK, RK Mid Samporyu - Tap →→, LK, RK, Tap →, RK Low Samporyu - Tap →→, LK, RK, Tap ↓, RK Kawara Wari - On the way down to ducking, LP Kawara Wari Ponken - On the way down to ducking, LP, RP Kawara Wari Rakuyo - On the way down to ducking, LP, RK, RP

Hazakura Ponken - Hold ≥, RP, LP when ducking

Hayate - Tap →, Hold →, RP

Fuuga - Hold ≥, LP+RP

Hazakura Tessa - Hold ≥, RP, RP Storm Attack - Tap 🛂, , RP+RK Ponsei Ryuohken - Hold Wind-and-Clouds Attack d ∠, LP+RP, LP, RP, LP. RP

Piledriver - Tap $\angle \rightarrow$, LP+RP when close Backbreaker - ↓∠←, RP when close Pyramid Driver - $\psi \rightarrow$, LP when close Close

Spring Hammer-Punch - LP+RP when down
Machine-gun Knuckle - Tap ∠, LP, LP, LP, LP, LP, RP
Straight Elbow Upper - RP, LP, RP
Hammer Combo - LP, LP, LP
Bouble Hammer - LP+RP, LP+RP when getting up
Swing L-Knuckle - When you start to advance
before ducking, LP, RP, LP
Swing R-Knuckle - When you start to advance
before ducking, RP, LP, RP
Megaton Punch - ←∠ ↓ ∠, RP
Power Scissors - Tap →, LP+RP
Hip Press - Hold ⊅, LK+RK
Wild Swing - Tap →, LP, RP, LP, LP when ducking
Gigaton Punch - ←∠ ↓ ∠→, (Continue Swinging Gigaton Punch - $\leftarrow \not \cup \downarrow \searrow \rightarrow$, (Continue Swinging Lever) LP Sir Down - LK+RK Blood Fang 1 - When sitting or after a Hip-Press, LP, RP, LP, RP

RP, LP, RP, LP Hammer Rush Low - Hold ↓, LP, LP, LP, RP, LP Hammer Rush Middle - Hold ↓, LP, LP, LP, RP, Hold Bravo Knuckle - Tap ↓, LP+RP Scissors Meltdown - Hold →, LP+RP, LP+RP Scissors Megaton - Hold →, LP+RP, Hold ↘, RP Meltdown - LP+RP when ducking Sitting Double Kick - → or ≥ or ← or ∠ , LK, RK Megaton Sweep - ←∠↓□, LP
Megaton Strike - When ducking, LP, RP
Hell Press - LP+LK
Face Basher - LP+RP after the Hell Press
Catapult Throw - Hold □, RP+RK
Violence Upper - When getting up, LP
Cossack Sambo - Hold ∠, LK, RK, LK, RK, LK, RK

Blood Fang 2 - When sitting or after a Hip-Press,

Nina William

Assassin Attack - Tap 'ュン, LP

when close Assassin Toss - LP+LK, Hold → Shoaku - ↓ → LP+RP when close Kubikari Jujiga Tame - LK, RK, LK, LP+RP during the Shoaku Tachigyaku Wakitame - LP, RK, RP, LP during the Ura Kannuki Takabajime - LK, LP, RK, LP+RP, LP+RP during the Tachigyaku Wakitame Sudegyaku Wakgatame - RP, LP, LK, RK, LP+RP during the Tachigyaku Wakitame One-Two Punch - LP, RP Soshoha - Tap →→, LP+RP Triple Smash - LP, RP, RK Double Smash - RP, RK PK Combo - RP, LK PDK Combo - RP, Hold ↓, LK

Kneel Kick - →→, RK

Flash Combo - Tap ↘, LK, LP, RP

Rapid Kick Combo - Tap ↘, LK, LK, LK, RK Hunting Kick Combo - Tap , LP, RP Rave Kick - When getting up or starting to duck, LP, RK Bone Cutter - Tap →→→, LK Hunting Swan - Tap &, LP+RP (Cancel with ↑↑) Lead Jump & Spin Kick - LP, Hold ↓, RK Izori Hiji Otoshi - As you approach, RP+RK, LP, RP, LT Izori Hiji Otoshi Continuation - RP, LP, LK during the Izori Hiji Otoshi Left High & Light High Kick - LK, RK Light High & Left High Kick - RK, LK Sit Spin & Light High Kick - Hold ↓, LK, RK Jail Crush - LP (Tap ↘, LP) RP Hold ↓, LK, RK Cemetary Crush - LP (Tap ↘, LP) RP Hold ↓, LK, RP Rengeki Soshoha - LP (Tap ↘, LP) RP Hold →, LP+RP Kneel Edge Combo - LP (Tap ↘, LP) RP Tap ↑, LK Leg-Break Combo - Hold ↓, LK, RK, LK Divine Cannon - Tap ∠, LK Slicer - Tap ∠, RK

Divine Cannon Combo - Tap ∠, RK, LK







Mega Man is back again in a **BIG** way!

Capcom insiders say this is the most ambitious Mega Man ever with more upgrades over X2 than have ever been featured from one Mega Man to the next, and it looks like this is quite the case!

Doppler is the MBG (main bad guy) in MMX3, looks like ol' Sigma and the X Hunters took a break this time. The big n' bitchin' news is that Mega Man AND Zero team up together in this game! You can

trade off between the two, but if Zero dies even once you'll have to wait 'til the next level to regain his services. Not only is Zero a 100% differ-

ent sprite with his own graphic look, he has different moves! When fully charged, his Mega Blaster offers some cool combo firing patterns. You can do two or three huge blasts followed by a keen sword slice.

X3 offers another cast of wacky robo enemies,

each with a weapon waiting for you to steal. The levels are more expansive than ever with many secret areas filled with items you'll need. As usual, the levels must be replayed after you've gained certain abilities, which are required to find items.

I only have one question about this game. If Mega Man learned Hadoken in X1 and Shoryuken in X2, what's next, Tatsumakisempukyaku?













The Mad Gear are back, and a third Final Fight has begun on SNES! Capcom's latest scrolling brawlfest offers four characters, many levels, MULTIPLE PATHS, and new techniques including

SNES! Capcom's latest scrolling urawness on many levels, MULTIPLE PATHS, and new techniques including many levels, MULTIPLE PATHS, and new techniques including Super moves.

Get set, this should be the best FF ever, no questions asked. The story is the dismantled Mad Gear organization has been rebuilt. (By who? Belger? Sodom? Who knows?) Guy has just returned from Street Fighter training, and he joins up with mayor Haggar and two vigilantes, Dean and Lucia. You can play one-player, two-player simul., or the awesome new auto mode where the computer controllers your partner!

Tough has the classic FF moves, but now there are a variety of techniques which are executed by Street Fighter-style motions! For instance, you might be able to grab an enemy, immediately do a certain control pad movement, and bam... a special attack or even a Super move could be unleashed! (Your Super meter must be full, of course.)

FF Tough is the first side-scrolling fighter I can think of with multiple paths and actual replay value. We'll have more details on this longawaited sequel in our full review next month.

-Slasher Quan



















Recently, Entertainment Fan was fortunate enough to have the opportunity to interview the two Dougs behind Earthworm Jim: Doug TenNapel, creator of Earthworm Jim, and Doug Langdale. story editor of the upcoming animated television show. Both were a pleasure to work with.

GAMEFAN: How did you come to be involved with Earthworm Jim? DOUG LANGDALE: Well. I guess they'd had a few different people work on it before me, and they contacted my agent. They had read a sample script that I'd written. Then I came on, they pitched the show to me, I wrote a pilot script, and I guess they liked it.

GF: Did you develop all the story-

a lot of violence on the show, and

ried to keep it from takng itself too seriously in terms of the action. I hope people don't have a probem with that. You can't

ings of the characters and just sort of talked me through them. I think when I first saw Professor Monkey for a Head and Evil The Cat, I went, "This is the show for me." Evil The Cat had an, almost Ralph Steadman-like look to him, or Gerald Scarfe-kind of look that really appealed to me. You know, the characters just looked so great. They didn't even really have a bible at that point, which is a description of the show and all the characters. I just sort of had it all pitched to me verbally,

and I just felt like I got it right away.

guess number

of people had worked on it before me and didn't quite get it, but they showed it to me and I was like "Oh, okay, funny stuff, I get that!" He wants something that's genuinely funny, rather than a lot of shows, kind of showing you the symbols of funniness instead of actually being funny. The first thing I said was, "You need a script. You need someone to write a script, and then you'll know what the show is like." And that was how they felt about it, too, so we wrote a script in like a week or something like that. We were on this impossible deadline. As it turned out we stayed on that deadline, with a script every week for twelve weeks, and did the body of the show. It was an incredibly hectic pace. I was working twelve to sixteen hours a day for days, but I think it worked. I think we have a good show.

GF: Is there a certain direction Anything like, a mini-series?

That may be a second season episode. I think in the next season we may try to introduce one or two new villains, because we use the same, like, five villains through the whole first season.

DOUG: I don't think they introduced any major new characters in that, but there were two characters in the original game that we didn't use. Major Mucus, and Chuck and Fifi, so three characters, actually, but two of them are a pair. So we would probably bring in Major Mucus and we might introduce a new character, as well. The other thing is, in the second season, I'd like to see more of the princess.

GF: Princess What's Her Name? DOUG: Yeah, she's an interesting character, and I think, uh, we just never wound up using her quite as much as I'd hoped to, the first season. She's in more than half the episodes, but she only has a couple of episodes where she's really a major character.

really like to get her in there, in pretty

think

you plan to take with the cartoon? know Doug (TenNapel) had said that he would like to see Jim die at one point, and go to his own funeral, but he said he didn't know if anyone would let him do

DOUG: Yeah, I'd love to do that.

GF: Now, are any of these from the Earthworm Jim 2 game?

episode. In her relationship with Jim

she's very interesting. GF: Now, she

kind of doesn't know exactly if Jim's trying to help her, or is she a little afraid of him? **DOUG:** Jim is just head-over-heels in love

with her, and she realdoesn't get There's actually an episode where we deal wit the fact that she's part of the royal family, but she left as a very small child, and she trained herself to be a warriorwoman, to try and overthrow the existing govern-

ment Insectika. She never really learned about the life relationship, so she doesn't really get what Jim's talking

about when

> now, praises her to

She doesn't really the skies. understand what he's talking about. It's kind of an interesting one-sided relationship. Jim never really seems to fully comprehend that she doesn't consider herself

lines for the Earthworm Jim cartoon yourself, or did you work with others on that?

DOUG: Yeah, I wrote all the stories, and I wrote eight of the thirteen scripts, and the other five were written by various writers,

who did a very

fine job. GF: Do you feel gamers will respond with the same excitement toward the cartoon as they did the game?

DOUG: don't know,

think one of

the reasons that people really liked the game was because it was funny, and strange. The graphics are great, they did a lot of really nice stuff with it. But I think one of the things that really sets it apart from other games is how interesting the characters are, how funny they are. I'm hoping that, for that reason, people will like the show. We tried not to have

really do a lot of violence in a Saturday morning cartoon, anyway, so it made sense to go in that direction. And frankly, I don't really enjoy watching characters kick each other. It just isn't that entertaining to me.

GF: Do you see any future for any tvpe Earthworm Jim Feature film?

DOUG:

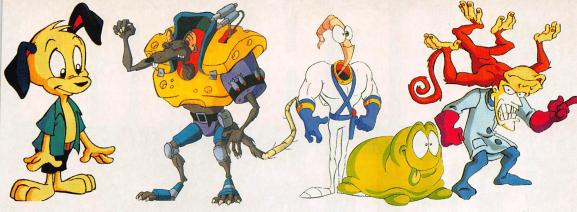
There's some talk about it. think it would be fun. I'm not sure how they would do it. We've discussed various ways of approach-

ing that, but I think it could be a lot of fun. The characters are just so great. I mean. I would love to see Professor Monkey for a Head as a live action character (laughs).

Was there something that initially attracted you to writing this cartoon versus others?

DOUG: Yeah, actually, when they described the show to me, they actually showed me Doug's draw-

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his girlfriend, and she never really understands what the hell he means by "girlfriend" in the first place. I would like to see more of

GAMEFAN: Let's just start with the first question. First off, where did the idea for the Earthworm Jim character originate?

DOUG TENNAPEL: It basically just kind of fell out of my head. I come up with characters all the time, and a lot of character

a worm. Another rea-

son why, is, people like

underdog characters, it's easy to get someone on the side of an underdog character. They want to root for them. And there were so many Rambo-like characters out, that were just really violent, that I kind of wanted to give something about this superhero, where peo-

on the record as saying that

my reasons and the other

guys' reasons, those who've

ple couldn't take them, entirely too seriously. Making him an earthworm was a good way to do it. Plus his name being Earthworm Jim tells you the story that he's from Earth.

had reasons for leaving Shiny, are pretty personal, first of all. They're mostly between us and Dave Perry. There're six of us, in all, who've left Shiny and are going to my new company, called Neverhood, and that includes 100% of the animation department.

GF: Where did the name Neverhood come from?

DOUG: The name Neverhood came from an art show that I did, a group of paintings that I did, back in 1988. It was called Beautiful Day in the Neverhood." It's basically, the name, anyway, is about a neighborhood that may never exist, therefore, the Neverhood.

GF: What projects does Neverhood have in store for

gamers? DOUG: We're going for a PC CD-ROM platform to start with. We may do other platforms, but for now, we're concentrating on that. GF: So Shiny does own the rights to Earthworm Jim?

DOUG: They own the video game rights to him, yes.

GF: Okay, because that was one of the things we're all wondering. We all know now that you are the creator. That mistake was made

DOUG: Lots of times.

GF: I can understand how that must be annoying, and we're going to definitely get that one ight in this issue.

DOUG: And I appreciate that. Let me put it this way: I have full creative control of the character. It doesn't pay for somebody to try and do something with the character without me, because if they want the character to stay Earthworm Jim, then they consult me on what to do with it. But as far as video games go, Shiny has to consult with me, but they pretty much have free reign to do what they want in that medium. I'm a lot more involved, actually, in the other mediums, like on the toyline and merchandising. On the cartoon, I'm the only person involved with that.

Thanks for the insightful interview Doug & Doug we wish you guys all the best in the up and coming fall season. If the cartoon is half as good as the game was, it will be a huge success -ED

lame one-liners, Batman, Hollywood is invading comic panels everywhere and it seems this invasion's only the beginning. It wasn't long ago that films like "The Punisher" and "The Flash" were lost to home video forever, never succeeding to capture much of an audience, even though they were based on hit comics. But as the comic industry grows, comic-based films are becoming hot commodities for movie studios. Recent films such as "The Mask" and "Judge Dredd" have proven that audiences are quickly becoming attracted to these new-style heroes.

Here's a bit of what's going on:

* Marvel comics has optioned the action hero "Luke Cage" to producer Ed Pressman with John Singleton set to direct. hear that We also Chairman Stan Lee is planning to go forward with a feature film version of Spiderman's arch-nemesis, "Venom." On the TV side, "Iron Man" and "The Fantastic Four" are returning to syndication in the fall along with "Biker Mice From Mars" in a syndicated package called "The Marvel Action Universe." New World Television reports that they are moving forward with live-action televi-sion films based on "Generation X," "Nick Fury, Agent of S.H.I.E.L.D." (the former "Sgt. Fury"), "Black Widow," and "The Punisher."

* Todd McFarlane Productions is executive-producing series animated series based on his hit character "Spawn," which will appear on HBO in 1996.

Dark Horse Comics, best known for its mega-hit movies The Mask and Timecop, are currently developing an animated TV series based on "The Mask" as well as feature films based on their highly popular comics "Alien" and "Predator." Also, the lovely Pamela Anderson is hard at work on yet another comic based film: "Barbed Wire." Look for this film to surface in '96.

Edward R. Pressman Films is getting into the comic publishing business through a new venture called Top Dollar Comics, with "Luke Cage" and "The Crow: City of Angels" (sequel to "The Crow") set to open in theaters next year.

Extreme Studios has optioned the film rights to "Prophet" for development with TriStar Pictures. Company founder Rob Liefeld is also hard at work on an animated TV series based on his "Youngblood" titles.

* Wildstorm Productions is working on a direct-to-video release of their highly popular "Gen 13," while their animated series "Wild C.A.T.s" will now appear on the USA Network.

Stay tuned to your favorite Bat Channel, comic fans... More in our next issue.





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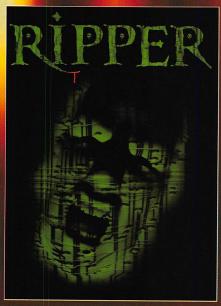
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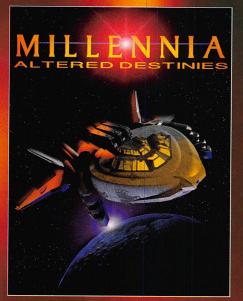
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Mortal Kombat has hit theaters nationwide to record-breaking responses! Everyone knows Ed Boon & John Tobias created the game, but who's the genius behind the script? We talked with screenwriter Kevin Droney about the inspiration and philosophy behind the top-grossing flick.

GF: Did you take a look at the moves in the MK game before shooting the film? How important was it to mimic the moves?

Kevin Droney: Our general rule was to try to include the game moves whenever possible, as long as they didn't look too ridiculous for live actors to do. One of the things that we established in this movie for clarity was it's the Outworld vs. Earth. Basically, the Outworld wants to take over the Earth and if they win this tournament, they will conquer Earth.

In this setting, we could have humans from Earth fighting Outworld characters with various powers. We can have some amazing things happening in the Outworld, but if we're going to have the humans do certain moves, they can't look ridiculous. We also don't want the audience to start thinking, "How come he can shoot fireballs?" So the humans do things that make you say, "Okay, he's a human, he can do this." For example, Sonya does one of her patented moves, and Lahapy Cage does his patented Johnny Cage does his patented

So we restricted it in that way, making certain things believable and certain things outrageous, depending on the character and the setting. Sure, anything goes, in terms of using the moves that they're supposed to be able to do within the Outworld. Anything goes, up to the limits of what a human can actually pull off in real life. We don't mind fudging a little bit when necessary. I think Sonva's famous move still looks kind of silly to me, but it's fun. In some cases, such as Sub-Zero, I just made a meal out of it. If Sub-Zero nails you with his move you don't just get frozen for a couple of minutes, you die! All of the powers are much more sort of real in their execution and consequences. If Reptile stings you with his rope... I won't get into the rope, 'cause the rope is really cool, it could eat your liver out.

GF: WOW! KD: Everything is accelerated in that way. When Shang Tsung does his magic, it can be very lethal. If he steals your soul, it's tragic... you're gone, sucked into a void, and you're added to his power. Everything from the point of view of the Outworld characters has been accelerated and made more ominous, more serious. You don't just recover from a serious attack and get another chance to fight. If you don't outwit these people, you

GF: So you took some of the aspects of the game and just modified them.

KD: Yes, for instance Reptile is a more hideous creature. looked at the Reptile character in the game, and it's just like another ninja.

GF: He looks like Sub-Zero.

KD: He looks like Sub-Zero, and you go, "Who cares?" Reptile now looks far more evil, and you can't even see him most of the time. To explain how we adapted this element, he's an invisible character in the game... well, now he's a chameleon. His lizard breath is acid breath. He's a nasty, vicious, clawed spy. I took things that were sometimes hinted at, and made them into reality. Goro's patented moves were kept, because they're so obvious.

GF: Are any of the actors actually adept at martial arts? How much of a difference did this make in the filming?

KD: Absolutely! Robin Shou (who plays Liu Kang) is an awesome martial artist, he does it all well in We've watched Robin real life. grow into the role and handle everything that was thrown at him, and the reason he could do it

on is God, and he can't help. He can watch, but he can't really He has sort of a take on things, which is very laid back.

GF: And that's Rayden. KD: That's Rayden.

GF: When production began, did the controversy over the violence in the game play a big role in the way the film rolled out?

KD: No. I walked in and said, "Listen, there's no way this can't be a PG-13 thing. I'd much rather go for really great fights and realgo for really great lights and effects with all these powers and everything, instead of blood and gore."
They said, "We totally agree with you." And we didn't even mention it very much again. We wanted a good strong story, with top-notch martial arts in it. In other words, not phony martial arts. Everyone in this movie who fights, with one or two exceptions, and they look good too, are martial artists. And

some of them are world-class mar-

Liu Kang (Robin Shou, left), Johnny Cage (Linden Ashby, center left) and Sonya Blade (Bridgette Wilson, center right) defend themselves against a legion of Outworld warriors

of Outworld warriors

L to R: Liu Kang (Robin Shou), Princess
Kitana (Talisa Soto), Thunder God Rayden
(Christopher Lambert), Sonya Blade
(Bridgette Wilson) and Johnny Cage
(Linden Ashby)

Shang Tsung (Cary-Hiroyuki Tagawa)

Thunder God Rayden (Christopher Lambert)

Sonya Blade (Bridgette Wilson)

Sub-Zero (Francois Petit, center) and his
warriors prepare for battle

warriors prepare for battle

ing too much. They eventually stepped up and put the money back into special effects. Maybe not exactly the ones I had in mind in some cases, but in other cases they did the right effects. One special effect I was told in the beginning, we can't afford, we can't afford, we can't afford... And they told me that they've now done it. And I'm sure it cost

An Interview With: ACTIVIED TO TO THE CONTRACTOR The guy who wrote MK the Movie)

is he really is the next Bruce Lee. tial artists. GF: One of the problems that I've adversaries, seen in most of the action movies pertaining to video games is they go for cheesy one-liners a lot. movies rely a lot on, like Van Damme's little catch phrases in Street Fighter, little idiosyncrasies

that they think will get through to kids. When in reality, kids have matured beyond that. Basically, what they're looking for is a good hard-hitting action movie. Is this more along the lines of an old Bruce Lee movie like Enter the Dragon, or is this kind of a middle

ground between the two?

KD: This has more Star Wars quality to it than Enter the Dragon. The point is to try and get some humor, have some oneliners where they're appropriate to the situation without destroying the seriousness and the mood we want to achieve. If you look at the movie, you go, "No, they're dead serious here, this is the moment of the final struggle between good and evil." So it's a balance. For instance, Johnny Cage throws off some one-liners because he's an actor. Basically, we're going for the heart of the There aren't a lot of zingers, but what zingers there are, hopefully are funny. In some cases, it's whistling in the grave-They're up against these awesome things, what do you do? One character was given the burden of humor but at the same time, he's one of the principle characters.

GF: That scene with the whistling in the graveyard, that's not cheesy. That sounds pretty cool.

KD: No, and that's the whole point: These guys are in completely over their heads. The only person that knows what's going

Most of the who were wearing costumes and stuff, they're awesome too. Sub-Zero is played by an ex-French Foreign Legionnaire and a jujitsu master.

All up and down the line, we tried to replace cheesy blood and gore .. which would look so horrer dous on-screen with liv actors, that it would actually have taken you out of the story It would become Camp Horro and that's not what we want. We also wanted respect for human One human dies in this movie. All the other bad guys are from the Outworld, and although they may look human, they're They have all these weird not. powers.

One human dies, and it's a very sad moment. And it's a terrifying moment. I think small kids would be frightened to see the soul sucked out of this character, which is the final tragedy. This incredibly evil magician not only has you killed, but then he takes your soul and uses your power. wanted that kind of awe, rather than, "Oh, gross, he ripped his head off and spit down his lungs." If you're looking for a horror movie, go see another movie. This is an action/fantasy/adventure

GF: There was an ample budget for this, right? Are the effects high quality?

KD: The effects are high quality,

and this is the biggest-budgeted film that New Line has ever done. They were very nervous about it, and there were some problems with the money disappearing, because they were afraid of spend-

more because money they didn't have a green screen behind them while they were doing it, which meant really digitally doing every pixel. So it probably was very expensive to do, but

> GF: Agreed! Hey, thanks for talking with us. I'll see you when the sequel hits!

> I'm sure it's going to look great.

When I wrote the script, I don't

know how many special effects I had... 70 or 80 easily, maybe more. For a property like Mortal

Kombat effects are key!!

If you've read this far, do yourself a favor and stop waiting, check out the MK movie! Good luck Kevin, and thanks for the interview!









Obviously the premiere home version of MK3, the PlayStation edition will have the heat lamps turned on it by the millions of bloodthirsty arcadiacs who want - no, demand an identical translation. This game is so, so close to perfect, but not quite.

On one hand, you could go down a shopping list of features from the arcade, and almost all of them are included in the PS. The graphics are indistinguishable from the coin-op, and if anything the audio is BETTER and has more bass response.

The biggest problem with this version is Shang Tsung. To be specific, it's his morphs that are the problem. Due to the limited RAM of the PS, it's not possible to load more than two characters into memory... so if you're ST and you try to morph, the game LITER-ALLY pauses for about three seconds during gameplay while it loads in the data of the new character. Then, when you revert back to ST, it pauses again. To state the obvious, this is extremely disruptive and obnoxious and makes morphing pretty much point-

So, if you're not a big Shang Tsung fan and simply disable the ing capability, this game is basically perfect. There is some ; time between fights, and there's a bit of voice dropout at times, but no biggees in either case. This game is, well, a must-buy for PS fighting fans!





Williams has outdone itself with the SNES version once again. MK3 offers clean, polished game play accompanied by the superi-or (for 16-bit) graphics and music the SNES is know for

When it comes down to which version to buy, it all depends which system you own. In the grand scheme of things, I think the

order of quality would have to be PS, then SNES, then Genesis, so buy the best version for the system you do (or soon will) own. Particularly on SNES, you'll notice few compromises were made

in the mystical environment, many of the bitchin' stills were left intact, and no one fiddled with the sounds. Yes! The game still has all the arcade technique.

My only comment on the game play, and I don't know whether to call this a criticism, a concern, or merely an observation, is the game play seems to move WAY fast, about 15% faster than the arcade game (from what I can tell). The game just feels accelerated, and you might occasionally feel it has a few chunk/chop problems, but it's so minor you will either barely notice it, or not notice it at all and say I'm crazy to point this out. Anyway, arcade purists can debate all day just how close this

game is to the coin-op. Whatever... to me, it's so close, it doesn't matter. Great job, Williams!





When I first saw this version at FENESIS WHEN I HIS SAW ON VERSION OF THE SAW

but all my worries have been erased and turne<mark>d to</mark> (mostly) jubilation at how good this version is, for the Genesis

The biggest shocker I got was the amount of on-screen color. The game graphics are good, but I'm really talking about the

still shots and poses... it looks like 256-color SNES pix!
I'm also really happy this is a complete MK3. MK2 for the
Genesis, despite what certain publications might have said, was NOT EVEN CLOSE to what it should have been. Most of the voice was gone, and Dan Forden's classic foreboding sound-track was replaced by the most death-ridden Euro-techno junk I'd ever heard. None of these things happened to MK3... All the voice, the music, you name it, it's here, maybe plus a little grain or static.

Believe it or not, there are many, many extras in the Genesis version which should prolong its appeal. There are codes to play as the bosses Motaro and Shao Kahn (no, I don't know if they have any Fatalities), plus there's a host of new vs. screen codes. It's hard to think of a reason not to be warm and fuzzy over this version of the arcade killer.













We've got a particularly exciting batch of top secret stuff for you this month, so let's kick it off with the latest on MK3!

Ultimate MK3 Coming to Arcades in October

The long-awaited MK3 arcade revision is about to become a reality! Dubbed "Ultimate Mortal Kombat 3," this feature-packed upgrade will hit arcades in early October, right around the time of the home system releases of MK3. (PlayStation MK3 is due Oct. 1, and the SNES and Genesis come out the 13th.) Is this timing a coincidence? No way, check out this action: On the above-mentioned home versions of MK3 (excluding GameBoy and Game Gear), you will be given codes when you beat the game. These codes apply to the ARCADE and can be used in

Here's the complete dirt on UMK3. All of the old characters from MK3 have been given one new move and at least 20 new combos. There are five new, playable characters and two or three characters will be hidden via codes. There will be a total of three Ultimate Kombat Kodes, plus new versus screen codes.

The five new characters are: Kitana, Jade, Reptile, Ermac, and my personal favorite, Scorpion! All of the new characters have new Fatalities, Babalities, Friendships, and Animalities, plus new combos too. UMK3 also has brand new endings and three new game play modes, and one of them is supposed to be two players against the computer (like in SF Alpha).

On the home version front, the Ultra 64 version of UMK3 will be available in April of '96, and according to our sources it will be the only version with MK3 and UMK3, BOTH built into the Saturn, Jaguar, and same cartridge.

3DO versions of MK3 are slated for spring of '96, but will they include any of the UMK3 features, or just old MK3? We have heard very conflicting reports. Some say that Nintendo has an exclusivity agreement on UMK3, others say this isn't true and the other companies are entitled to produce whatever the LATEST arcade version is, which would of course be UMK3. Wait and see

More Midway Power

In other Williams/Midway news, the arcade behemoth will introduce three new games at the AMOA coin-op show later this month in New Orleans. In addition to UMK3, there's NHL Hockey Open Ice, which should be another token-sucker along the lines of NBA Jam, and War Gods, Williams' 3-D weapon fighting game which has been delayed 'til November. Recently I had a chance to talk to War Gods producer George Petro (whose past credits include Revolution X, T2, and Trog). He told me that WG's graphics beat even Killer Instinct, and that programming will end in about two months. He didn't want to comment about the home versions of WG, so I called my contact at Nintendo and he said most likely WG will be Ultra bound. I don't know, but if Nintendo wants it bad enough they'll get it... trust me!

Street Fighter III: An Ultra Exclusive! We've mentioned the elusive SF III several times in recent issues of Other Stuff. Now here's the news everyone has been waiting for and Team GameFan has it first (until its imminent re-print). Street Fighter III will debut in arcades within the 1st or 2nd quarter of '96, with a summer release expected for the home version. But this is where it gets really interesting. Sources at Nintendo have informed us that SF III will be available exclusively for the Ultra 64 for ONE YEAR, beginning with the game's NU64 release next summer. All other home versions will be released in the Summer of 1997.

Ultra 64 Delayed Again... Not!

I am so tired of reading publications that claim the NU64 is being delayed. Nintendo never officially said the U64 would be available any sooner than THE OFFICIAL April release date. The Ultra IS still (as of this issue) coming out next year in April, and not in the summer of '96 like those others may

lead you to think. The Ultra Famicom is still going to be



NU64 Controller Specs

Reports have appeared on the Net with some very specific details on the top secret Ultra 64 controller. On the surface it has most of the features you'd expect, including a Saturn-style six button layout, L and R, a pad, and start. The main new innovation is the inclusion of an analog, thumb-sized joypad attached to a handlebar which sticks out of the bottom middle of the

controller (the pad is small and dishshaped to fit your thumb). There is also a trigger-style fire button on the bottom of this handlebar.

The idea behind the analog pad is you can now play games where precision of movement is relevant (i.e. the harder you press, the faster you move). The whole controller is designed so that if you are playing an analog-based game, you should be able to easily access either the standard pad or the fire buttons with your free hand. Another aspect is the controller has three handlebars; the left and right ones simply provide for better stability. We have been told all of the above information is extremely accurate... Looks like Nintendo is going out on a limb to bring true innovation to game control once again!

released in Japan on Sunday, March 24th, 1996. The Japanese Yen has risen and is currently trading at .97 Yen to one U.S. dollar, which means that (unless something changes drastically) the Ultra will be released in the U.S. at an amazing \$199.99. The Ultra 64 unit will come with one game (Ultra Mario Bros.), one controller (artist's rendition on the right), one power cord, and the system. An extra controller will cost about \$19.99, and games with 64-meg memory will cost the same as current 16-meg games, between \$54.99 and \$64.99. 128-meg games like Final Fantasy VII, which won't be released until the 4th quarter of 1996, will cost the same as current 32-meg games... about \$79.99. In the future, most likely in '97, expect to see 256-meg games that cost around the same price as 16meg games. Rare will develop the first-ever 256-meg Ultra game... who did you expect?

More Ultra News

In other Ultra news, Nintendo Dream Team member Angel Studios is currently creating a 3-D driving game in concert with design genius Shigeru Miyamoto. Angel has also started work on a new NU-64 game called

Sorry, we know the name but we can't spill it yet, let's just say it's a sports game and will be out the summer of

Another big announcement is the confirmation that Konami of Japan has officially signed a two-game deal with Nintendo of Japan to do Ultra 64 games. The first will be a 3-D action game which could be an incarnation of Častlevania, and the second is said to be a 2-D shooter, most likely some sort of Ultra Gradius.

Sony Announces 2nd PS Bundle

If you're still having qualms about \$299 and no pack-in, Sony's got a second deal for ya. Available in stores late September, the alternative PlayStation bundle goes for \$349 and includes Ridge Racer as a pack-in. The original, \$299 bundle is scheduled for a September 9th launch.

Capcom's Product Line-Up

Capcom recently underwent many internal changes which critics thought spelled serious disruption for the company's success in the U.S. Coin-op moved to Chicago while the consumer

division stayed in Santa Clara, CA.. Well, looks like everyone was wrong; Capcom is doing great and has the strongest line-up it's had in THREE YEARS! Here's a list of every home system Capcom game due through early '96. (Good news on the arcade side: SF Alpha is currently #1 nationwide!)

Or ruprice to sectionary		
Breath of Fire 2 (SN):	. 11/	95
Mega Man X3 (SN):	11/	95
Final Fight 3 (SN):	11/	95
DarkStalkers (PS):	11/	95
NightWarriors (SS):	1/	9 6
Street Fighter Legends (SS,PS):	1	/96
Resident Evil (PS):	Early	'96
D&D Tower of Doom (SS,PS):	Early	'96
X-Men (SS):	Early	'96
Incredible Toons (SS,PS):	Early	'96
Marvel Super Heroes: Thanos' Quest (SN): Early	'96
Fox Hunt (SS,PS):	Early	'96

In more great Capcom news, Capcom USA's in-house RPG guru Alex "Raven Jimenez has championed the acquisition and development of White Wolf's Werewolf: The Apocalypse into a game for Saturn and PlayStation. No word yet on whether this will be a straight RPG representation of the storytelling game, an action/adventure in the tradition of the Raven's last project, Tower of Doom, or something completely dif-ferent... We'll bring you the story as it breaks, so brush up on your intimate knowledge of the Garou as you await a second quarter '96 release of this exciting project!

Correction

Last month we ran an incorrect credit for the music composer of Mutant Chronicles. To set the record straight, Fletcher Beasley, sound engineer from Adrenalin Entertainment, did the music in MC

P.S.-- Somebody owes me a quarter!



Someone please help me understand why SOJ's beautiful art must always be painfully re-drawn. Look at poor Astal, he's all broken!



WEB WATCH

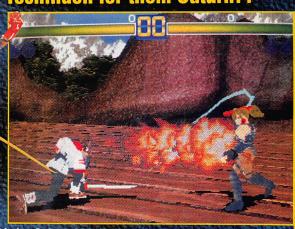
...and you thought ...and you thought you'd seen everything interesting on the inter-net! Check out Sony's million-dollar web site, packed full of 3-D tex-ture-mapped interactivity. Wayne into the tivity. Woven into the amazing screens are loads of info on PS hardware and software. As of press time the site wasn't open to the public, we'll print the address soon.

Nick Rox's

Square, Nintendo, and the amazing SA-1 accelerator chip team up for

32-Megs or rendered Action RPG bliss!

Toshinden for the... Saturn??



That's right... Toshinden S, from Sega/Takara, is on the way for a '95 release! Featuring CG cinemas, coversation scenes, a story mode, and one new character (Cupido... shown above.) Toshinden S certainly has the gameplay to beat its PlayStation brother... but will it have the 3-D?









Who would've thought it... not a month after the announcement of Yoshi's Island yet another Mario game is announced! This time, ol' Shigeru has teamed up with Square to create a 32-Meg rendered action RPG which makes full use of the SA-1 accelerator chip. Super Mario RPG is currently 70% complete and ontrack for a '95 release... We'll be back with a preview/review ASAP!



NDY 500.

Sega's AM teams + Model 2 hardware = excellent racing sims. From AM2 (Daytona and Virtua) to AM3 (Rally) Sega's arcade racers have never failed to please, and I doubt AM1's Indy will be an exception to the rule. An American date for Indy is not yet known.









OK... now just wait a second. Square has three games coming out in three months... Mana 2, Romancing Sa-Ga 3, and the game you see here, Front Mission: Gun Hazard. How do they do it? The 24-Meg GH is not a sequel to Front Mission, but a game in the same timeframe... and this time around it's an Action RPG. We'll have more on GH soon!









Yet another Tengai Makyo game! There are literally five games in this joyous series coming out in a year, and Tengai Makyo Zero on the SNES is the only cartridge-based one... ever. Can the ultralengthy quests that made the PC Engine classics be pulled off on cart? Let's hope so! Zero has no date yet, but we'll keep you posted.



Blue Chicago

BSB is second in the JB Harrold Murder Club series and is due in '95 from Riverhill Soft.





















aughter of Kingdom

DOK is a 3-D, texture-mapped RPG by Pack-in Video. This CD of much dungeon joy has animation by veteran anima tors and is due out in









Other PC-FX Titles

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• Masters • T&E Soft • October
• Power Dolls FX • Kogado • October
• Anime Freak FX II • NEC • October
• Cutey Honey FX • NEC • '95
• Super Power League FX • Hudson • '95
• Galaxy Fraulein Yuna 3 • Hudson • '95
• Pebble Beach • T&E Soft • '95
• Racing (Working Title) • NEC • '95
• Last Revelation • Ray Force • Jan. '96
• Anime Freak FX III • NEC • Mar. '96
• Anime Freak FX III • NEC • '91
• Last Imperial Prince • NEC • Jul. '96
• Ligs Imperial Prince • NEC • '96
• Megami Paradise II • NEC • '96
• Farland Story FX • NEC • '96
• Shanghal • NEC • ?

• Shanghai • NEC • ? • Virtual Invaders • NEC • ?

Dokyusei II • Elf • ?
 Dragon Knight IV • Elf • ?
 Graduation R • NEC • ?

Can Can Bunny DX • NEC • ?

 Makeruna! Makendo Z • NEC • ? • Girls on the Palmtop • NEC • ?











DKIV, the latest in the series of incredibly popular Japanese PC games is a strategy title, unlike the first three, all RPGs. DKIV is due before '96.





This is Lunatic Dawn, a strategy RPG based on the ultra-popular PC games Lunatic Dawn I & II. The battles are like a combination of Shining Force and Landstalker, LD is by NEC and is out on August 25th.

NEC HOME ELECTRONICS/INFOCOM • PC-FX • 1 PLAYER • ADVENTURE RPG • AVAILABLE NOW JAPAN

Finally! A PC-FX game I can actually play since the launch titles! All the CD's released until now have been either scary hex-intensive strategy games, a lame FMV wrestling game or Mahjong. At long last the PC-FX finally seems to be getting its share of next-gen power - look above for a mere sample.

At any rate, the game at hand is an American PC port, Return to Zork. The latest in what was truly the first electronic game series, RTZ is a surprisingly fun yet thoroughly PC-ish title. The game is controlled via a mouse-like cursor with which you manipulate on-screen items or call up a menu of commands. Movement is represented by 7th Guest-style rendered FMV and the characters you encounter are digitized actors speaking in Japanese yet moving their mouths to English - sort of like a reverse kungtu flick. As in every Zork game, there are puzzles to solve, items to find, labyrinthine mazes to explore and Grues to avoid, but RTZ was

anticlimactic to say the least. I had previously played every game in the Zork series (virtually all were text-based) and I had formed my own ideas as to what the Zorkian realms looked like. With Return, however, I was shocked to find them resembling cheap rendered CG land-scapes populated with actors in lame costumes. If this CD didn't have the title it does its visuals would be very nice, but taken as Zork they're pure sacrilege.

All this has little relation to the console gamer, so I'll get right to the point... Don't let Return to Zork's Myst-like veneer deceive you; there's gameplay aplenty here. The only problem, however, is that you almost have to know Japanese to get anywhere, unless you have an American hintbook intended for the PC version, several of which are readily available. Zork is a fine PC-FX game and a worthy purchase if you've got a Tower o' Power, but you may want to wait for Tengaimakyo and Lunatic Dawn, both coming soon. - Nick Rox















King's Field 2 (cont'd from pg. 84) Equally impressive is the moonlit starry sky visible in some areas (but I think the whole sky thing would have been just a tad more realistic if the afternoon blue sky and midnight starry sky weren't just a 10-second walk away from each other in one part!). So you can fully enjoy the panoramic scenery, you've been given the option to look up and down with the L and R buttons.

The normal graphics are impressive as well. I got sick of most of the ultrarepetitive wall textures pretty quickly, but the beautifully texture-mapped enemies and items (every item in the game) never ceased to amaze me. The music's of the good, atmospheric type, but repetitive. Sound effects, from crickets to running water to enemies' screams, are perfect.

screams, are perfect.

King's Field II certainly could have benefited from more battle options. You have the ability to run, and the ability to attack, but only one attack per weapon, not the array of Crossed Swords-esque moves I was hoping for (but there is good variety in the weapons. You can get crossbows and halberds, for example.). There's not too much strategy to the battles, just trying to get behind an enemy and hacking him to bits. Still, it beats, by far, the slow, grinding mundanity of flipping through endless menus, ala Dungeon Master.

Despite a few faults, King's Field II is an excellent example of a 32-bit game done right. It manages to fully utilize the PlayStation's 3-D capabilities, without wasting your time on unnecessary gee-whiz effects. While it lacks the graphics and sound of Arc the Lad or Shining Wisdom, KF2 is overflowing with substance, making it the longest, deepest, most challenging 32-bit RPG yet. -Takuhi



Jumping Flash (cont'd from pg. 28)
Jumping Flash is, in one word, mad.
You obviously know already that JF is a
first-person view, 3-D action platform,
but, until you play, you have no idea
how successful the programming
teams (Pic/Exact/Ultra) were in fulfilling the dream. The 3-D world is seamlessly constructed: Beautiful texture
maps and Gouraud-shaded objects lie
everywhere, littering each section of
the game with so much verve and
color that every single stage is different from the others. This makes for

what is one of the ultimate game environments of all time. Exploring each area is absolutely thrilling, not only because of the amazing sights and layout, but because of the completely unhindered control. Movement is confined to no plane — left or right, up or down, anything goes. Sure, you could scoot around on surfaces Doom-style, but something interesting happens if you stumble across the jump button—Robbit can leap to astounding heights. And astounding is the key word. With one press of the button, Robbit will jump; with another press at the height of the second jump, Robbit will go absolutely atmospheric.

The beauty of all this is actually summed up in two things: First, the higher you jump, the more breathtaking the view of the surrounding land below Robbit's feet. At certain times, the dizzying heights in the game provoked a quick gasp from me, no lie. Second, the insane heights that are attainable also allow you to pinpoint your landing location via Robbit's shadow. The higher up you go, the more likely you are to make that jump which seems impossibly distant while standing on the ground. While we're on the subject of "ground," I may as well point out that jumping up 100 stories into the air is not the only way to survey your surroundings. By holding down R1 and moving the directional pad, Robbit can look around in any direction while standing still, walking around, or jumping. This feature is also useful for attacking creatures above or below you. As you look around, a crosshairs that is always present on the screen moves with your view so you can pinpoint each monstrosity and zap him with your cannon. Of course, the easier way of taking out monsters many times is by simply jumping, and then landing on them: the classic action platform maneuver, taken to new heights (no pun intended). Now, with all that revealed, the most important question can be asked: How does JF control? The answer: perfectly. From guided direction during landing with pinpoint accuracy, to spinning around, firing your guns, moving backwards. and edging around corners in tight situations, the control in Jumping Flash is

Now, on to the most exciting part of **Jumping Flash: the stages. Every** world is composed of two stages with a boss level and possesses its own unique theme. World One is the basic "first-stage grassland" type of level, but instead of happy little hills and what-not, you encounter huge stone towers, floating blimps, and giant windmills, one of which has a fan that is parallel to the ground so as to blow you upward into the sky. As long as you remain directly over it, you can hover in the air like a Looney Tunes character sitting on top of a spout of water from a fire hydrant. It's also in World One where things seem the most sane, other than the giant egg being fried in the volcanic level 1-2. It's in World Two where the beautifully-crafted surrealism of the game's stages becomes visible. (One may say things get even a little more surreal when you come across the "invincibility pill" that Robbit can ingest. Suddenly, a hazy film of "psychling" colors covers

the screen, and no one can harm the super-charged Robbit. That's one fea-ture, exciting nonetheless, that I wouldn't be surprised to see torn out of the American edition.) World Two sees our hero in a pseudo-Egypt. There, the Sphinx wears the visage of Baron Aloha, and the Inside of the pyramid is bedecked with brightly painted hiero-glyphics. The game's music, although super bubbly, and more than appropriate, is especially notable here, since it seems like a blazing corruption of "It's a Small World." World Three is like a wild amusement park, with working roller coasters, a Ferris Wheel, and giant chess pieces. In World Four, "Water World" (sans Kevin Costner and sinking set), you can travel through a giant underwater headquar-ters with working elevator and translucent corridors, only to fall through a giant well at the end. World Five is an urban work site with jackhammer wielding construction workers vibrating about, and scary animated advertisements for Baron Aloha. Finally, in World Six, you explore a giant space station orbiting Klage before fighting the wicked "Nise Robbit," an evil clone of yourself who dispenses small Robbit-rockets that jump about and release special weapons for your delight. After creaming him, it's on for the final mind-blowing battle with the Baron.

Ach... It's hard to stop rambling on about the divine stage layout of JF, but I've got to end this review. So, in closing, Jumping Flash: relatively easy, but injected with so much replay value that it's sure to satisfy the one-time cravings of those who dared to dream of the 3-D action plat. And, in doing so, Jumping Flash becomes the first game of a new genre, setting the standard for all subsequent additions to follow. -Evil Lights



D'S (cont'd from pg. 78)
But, D no Shokutaku (Japanese for D's Dinner Table, and yes, you will figure out what the significance of the table is, and what the "D" stands for) discards the Sewer Shark/Corpse Killer/Wirehead prototype completely. Instead, we get video of exceptional quality CG graphics (something one can't just rent), an actual plot which actually pulls one in, and adult-oriented images (not the dirty kind) that are so fresh and brazen that they're actually, legitimately shocking.

Let me give you an example: My favorite part of the game is when you come across a decomposing corpse of someone who was left to die in a locked room. In what was either a brutally inhuman act of torture, or a very uncommon construction accident, the poor fellow was left with one arm cemented right through a brick wall. In the adjacent room is a safe pressed against a wall. Crack it, and our heroine, Laura, is rewarded with the not-so-enviable task of slipping a golden ring from the corpse's decaying finger. What more does an interactive movie need? ("Dana Plato!" you yell. "Or

Scottie Pippen!")

For those of you not yet familiar with the story of "the D." you play Laura, the daughter of Rictor Harris, a noted surgeon at a general hospital on the outskirts of Los Angeles. One day, Doc Rictor starts blowing away his patients, and the police, unable to talk him out of the hostage situation, send in his daughter to talk to him. Inside a waiting room littered with corpses, Laura sees an Abyss-like apparition that warps her to a mysterious old castle. Trapped in a sick, sick world created by the mysterious being that has taken over Rictor's mind, Laura must find what remains of her father's sanity, and destroy whatever's possessing him.

This is the type of game that can only be fully enjoyed late at night, with the lights out and the volume way up. (The instruction manual gets even more specific, suggesting you bring popcorn, your girlfriend, and wear grey clothes so you'll look like Laura. Seriously! I think the folks at Warp enjoy their own game a little too much.) The atmosphere is incredible. with constant creeping sound effects and disturbing music, tons of fiendish traps (but none that can actually kill you), and no shortage of decomposing carcasses. This from a company whose only two other releases were uber-cutesy puzzle and racing games? Evidently someone let their prescription to Prozac lapse.

If you're a proud owner of the 3DO version, then HA HA HA, 'cause this one's better. The intro's much longer, the safe puzzle has been made easier, the video's partially fixed up (especially the problems with the lighting, but it still isn't perfect), and the sound effects are more plentiful. There's less than a minute of new video, and the quality isn't too much better (in some places it actually slows down worse on this version), so unless you're a total D's freak, I guess you can feel satisfied with your original. Let's hope they fix all the problems, such as the screwed up lighting effects when you get outside, on the upcoming

PlayStation version.

D's has its flaws, such as a kind of clutzy movement system, the absence of save and pause features, and a lack of difficulty. You're given an overly generous two hours to beat the game each time you play, and you'll probably get it on the first or second try. That doesn't mean you'll shelf it, though... D's has a variety of different endings, not depending on time, but on what you do in the final situation. Even after you've seen 'em all, this is one game you actually will pull out time and time again to show to friends and family.

Innovatively drawn and brilliantly written, D no Shokutaku is one of the most intensely enjoyable games ever made. We're lucky that Acclaim, who evidently knows a great game when they see one (when did that happen?) is endeavoring to make this Saturn masterpiece visible in the U.S. Let's hope they agree that the next step is to translate it and bring it here. Let's also hope that Warp can maintain their current collective state of mental turmoil until long after the sequel (currently planned for the M2 upgrade). If D's II is anything like the original, it'll be well worth the wait.

-Takuhi



Dear Postmeister,

First I would just like to say I really like your magazine and keep up the good work. I'm a true die-hard RPG and Japanese animation fan. My favorite RPG's are the ones made by Working Designs. I have a few questions.

- 1. Is there going to be a Vay 2? Because at the end of the game it sure looked like it. Possibly for Saturn.
- 2. What would you say the chances of cool games like Dragon Ball Z, Parodius, and Lunar for the Saturn coming out in the U.S.?
- 3. Have you ever heard of a game called Knights of Exenter for the PC CD-ROM? Do you think it could make it to the next generation
- systems?
 4. Is Enix ever going to make a game for Sega? 5. FMV sucks, but why does Sega keep making
- 6. Is NEC-FX going to come out in the U.S.? If it is or is not, what RPG's are for the system? Once again you guys rule and I hope you keep up the good work.

Mike Braillard Pleasanton, CA

Dear Mike,

Thanks for the kind words, Mike. Let's get to it ,shall we? 1. There's none planned, but you never know. 2. Dragon Ball Z was just announced for the Japanese Saturn, from Bandai, due November. Normally I'd say the odds of it coming here are zilch, but since the cartoon is coming, starting Saturday mornings in September, it actually might come out if the cartoon catches on. Parodius: 100% chance on this one.... It's due when the system is released... Lunar: Definitely. WD is already on the job. 3. No, and probably not. 4. Unfortunately, not likely. Making a Sega game would destroy their long. close relationship. would destroy their long, close relationship with Nintendo, and Enix definitely doesn't want to see that happen. 5. Wish I knew... Though it seems they've finally come to the conclusion you have, and the amount is tapering out. 6. No way! But it does have some interesting RPG's planned in Japan. Already out is Team Innocent, an excellent title. 'Coming soon' includes Boundary Gate, a 1st-person dungeon game, Goddess Paradise II, strategy title Lunatic Dawn, strategy/porn game Dragon Knight IV, the mysterious Last Revelation, Microcabin's Hero's Ambition, Last Imperial Prince, and most anxiously awaited of all, Tengai Makyo 3, Namida. Wow, quick and dirty huh, who's next?

Dear Postmeister,

How are you? Fine? Good. Now can you tell me what in the "#@%!!" is Sega thinking of. Why are they insulting us proud owners of the 32X? I mean, c'mon: Zaxxon, After Burner, and let's not forgot about Star Wars Arcade... These games are old enough for my grandmother. I'm a 90's guy. Where's MK3 or Stadium Cross? Chaotix was a great start, but what happened? I mean, where did they go? Where's the 32X amount of power? I think Sega should really consider RPG's for the 32X. That's what I, and a whole lot of 32X owners, want.

Without them I think the X's future seems very bleak. I hope someone from SOA hears me.. I know 32X owners all over and my good buddies at Game Fan do.

Demetrius Daniels

Bronx, NY

Dear Demetrius,

Don't hold your breath waiting for RPG's for your 32X. Japanese development has all but disappeared for the 32X platform, and if there are gonna be RPG's that's where they'd be coming from. There's still some powerful US development going on; Virtua Fighter's cool, and X-Men and Kolibri look very impressive. Unlike previous entries, both use the power of the 32X to the fullest. Core still has some power in store as well. Soulstar looks very promising. A little bird (that I later ate) told me there may also be a little Sonic in the 32X's future. Pass the sauce...

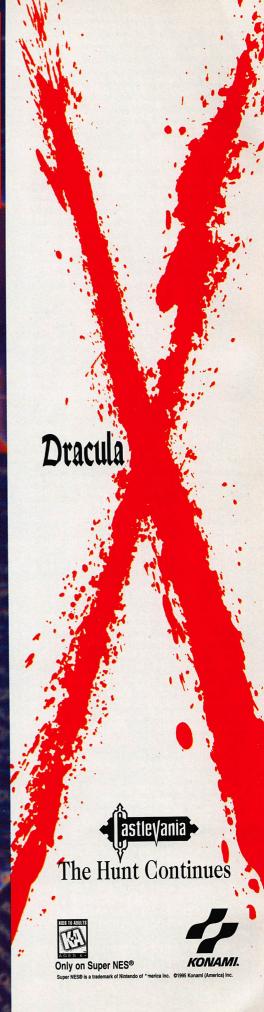
Dear Postmeister,

First, I want to say thanks for the great mag you guys put out each month, the quality really shows. I'm writing because Capcom happens to be my favorite company due to their incredible fighting games. But even though they make great games, they haven't always made the greatest of decisions. My statement refers to how many sequels of SFII they cranked out with so little difference. SO, have they learned their lesson from all the criticism they received, or are they going to pull off the same stunt with their new games? Dark Stalkers already has a sequel (Night Warriors). My question comes down to this: Are they

gonna deprive us again? Are they just going to give us the latest version? Because if that's the

way they're going to play, I'm not buying!
One more thing: On the PS-X, is it possible to add extra levels to a game via the memory card slots on top of the control parts? This would be cool for Capcom. That way, when they decide to come out with a semi-sequel to a game, us loyal consumers don't have to shell out our hard-earned money on a whole new game. **Nelson Santos** Miami, FL

Dear Nelson, I hear ya, Nelson! Before Capcom hit the big time with Street Fighter, they used to make all sorts of great games in all sorts of genres — UN Squadron, Strider, and Willow spring to mind. Man, Willow for the NES, what a game!



But lately a lot of people have been saying that Capcom's been turning out the same thing over and over. Thankfully, it seems Capcom has learned their lesson. Night Warriors (have you played it, man?) is a real sequel, more full of changes and additions than any SF upgrade (save for Super)... Alpha's definitely all new too, as you've probably noticed. Capcom has a 3-D Street Fighter game in the works, and III is supposedly due for early '96 (yeah, I've heard that one before too. But still... Capcom's committed themselves to releasing it for the Ultra 64, so they have to make something this time!). Not to mention that Capcom's finally branching out again. Check elsewhere on these pages for Resident Evil, something truly new from Capcom, and Mega Man, Breath of Fire, and Final Fight all have new sequels coming... Looks like Capcom's back!

As for your PlayStation question, yes and no. Current memory cards hold only one Megabit of memory, and if you tried to add to that you'd be back in expensive cartridge territory in no time. However, a company could add an update into a game before they release it, and then lock it away, allowing people to access the new version only with a special sold-sepa-rately memory card, that has the code to unlock it. That would be pretty cheap, though, making you pay twice to unlock the full potential of one game. Still, I wouldn't put it past some companies...

Dear Postmeister,

I'm 110% behind Nintendo with their plans for the Ultra 64. Quality should be the number one priority over everything else in the gaming business. I, myself, choose to wait on the almighty Ultra. When it arrives it will kick butt and take names! But while we are waiting on the U-64 to come, I have a few questions and

suggestions... #1 Nintendo should include 2 of their next generation controllers with the system...

#2 If they don't, they should include some \$5 or

\$10 off coupons in the deal. #3 Killer Instinct 2 (KI-2) should also be a definite pack-in game

#4 A sample cartridge would be nice showing the up and coming games in the future.

Now for the questions. Please answer these to the best of your knowledge.. Thank you.

1. What are we to expect from the Ultra? Should we put our expectations higher than high, or just one notch about the PlayStation? 2. I have noticed that a number of 3DO games have story<mark>li</mark>nes with narrators. Will certain Ultra games (Robotech, etc.) have this ability? 3. Will the sound for Ultra be as good as or better than CD sound? 4. Will the Ultra Famicom be compatible with

the U.S. Ultra 64?

5. Will there be a price difference between the U.S. and Japanese versions?

6. Will there be a price difference between the 64- and 256-meg carts?

7. Can you explain what Nintendo and Rare's real time compression ratio of 30:1 is?

8. When will you guys actually get your hands on one?

9. Is Robotech using the Reality Immersion Chip? If not, then what games wil

10. Are the screen shots you showed of Robotech the actual game play, or are they just intro screens?

11. Will there be other expansion slots other than the memory?

12. Is there even the slightest opportunity of Nintendo launching this system ahead of sched-

I have one more question and then I will let you guys go play your games. Can you guys please make the Postmeister's letter section 6 to 8 pages long or longer? O.K., I'm finished. You guys are the best in the mag, info and picture business. Keep up the superb work! God bless you all! Your number 1 Game Fan

reader in the world (I read your mag at least 8 to 10 times a day),

Tony Robinson Trotwood, OH

Dear Tony,

8 to 10 times a day? What, cover to cover? Every day? And you still find the time to think of so many U64 questions? And eat? And

sleep? Hmmmmm... Your comments: Right on! I think Mario would have more broad appeal as a pack-in, though. How 'bout a coupon for the game of your choice? 2 controllers sounds good to me, and while we're on the topic, please, please, PLEASE don't cheap out on us and give us dinky little 4 foot cords to save a quick buck like a certain other NG system supplier has done? That saves the company like, what, 4 cents per controller? A sample cartridge would be nice, but remember, unlike CD's, cartridges ain't cheap, and complying with that wish list could push the price way over the \$250 mark. But we can dream...

1. My expectations were higher than high, but I was still blown away when I first saw that FFVII video tape. You have got to see that in motion. MAN! And that new U64 driving game (tenta-tively titled Real Time Renegade)? Blows away the best the arcades have to offer, I kid you not! So go ahead and aim for the skies. Another way to say it: Remember all those awesome rendered intros that blew you away on the Saturn and PlayStation? That's what you'll be playing on the U64.

2. The U64 has powerful sound capabilities, and can handle voice with ease. But will they? In CD's, the amount of memory is virtually limitless, so you might as well. In cartridges, you'd have to spend some extra memory to get things like that. But there's no reason a car tridge can't have as much voice as a CD. Look at Namco's Tail Fantasia for the Super Famicom. It's a 40-meg game with 16-megs just of voice. It even has a theme song, ya know, with singing. You pay for the extra 16megs, though.

3. Yes!

4. Nintendo doesn't seem to be planning anything more than the usual not-making-the-cartridges fit trick. Nothing tricky like Sony and Sega are doing, so a simple converter or casing modification should allow you the best of both worlds. Even if they change their mind, there's nothing those wacky wizards at compa-nies like Datel can't crack.

The U.S. Ultra 64 is promised at \$250 or

under. In Japan, the number is 30,000 yen. which comes to around \$310 at today's exchange rate (97 yen = 1 dollar).

6. Probably. That's a very large cost difference for the manufacturer. Of course, with compression techniques, the numbers probably won't be hitting that high very often. In fact, don't freak about having to pay for 64-meg games, at minimum. To give you an idea of what you have to expect in price, Nintendo's charging developers the same price (\$24.80) for 64-meg U64 hoards as they are for SNES 16-meg boards. And the prices should continue along the scale... So when you start seeing 64-meg SNES games, you can expect to pay that price

for a 256-meg Ultra game (roughly, at least. Of course it will cost developers more to actually make the game). The highest memory game planned is the 128-meg Final Fantasy game, which will cost Square as much to make as their 32-meg titles.

7. Since cartridge memory is so expensive, you need to have a good compression ratio to keep the expenses down. Basically, this means that a 30-meg game will take up only 1 meg on a cartridge, with no loss of quality. Rare claims to have achieved this miraculous feat on Killer Instinct 2, and hint that they might be able to get it even higher than that. Power! One thing to clarify: Compression ratios aren't a system stat, it's something that each developer does differently. The better you know the hardware, the higher the compression you can get.

8. We'll probably have one around December or January, unless we can't finagle (spell checker confirms it; that's an actual word) one out of Nintendo sooner. We should have pics of Killer Instinct 2 and the like next month,

9. Of course. Every game will be using the Reality Immersion Chip. If you failed to utilize it, you'd have the slight problem in your game that it could not feature graphics or sound. Since most games these day tend to involve graphics and sound, I have a feeling the Reality Immersion Chip will be quite popular with developers. It is, after all, the system's graphics processor.

10. Those shots of Robotech were from a demo designed to illustrate the vision Gametech's aiming at with that game. One thing to note That demo was done on only 60% finished Ultra-64 hardware. The mind boggles at what

they're capable of now.

11. The memory slot (where the bulky drive will go) is the only one we know of currently. Also planned as an expansion are 5-way taps for the controllers, so you can connect up to 20-people with its 4 built-in ports. Geeeezzz... 12. Here's the current plan — the system's coming out in Japan on March 24th, and then a few weeks later in April for us. Could it come out sooner? Sure, anything's possible. Sega put one over on us all, so Nintendo may too. But don't get your hopes up. That really isn't Nintendo's style.

Phew! That's the longest Postmeister reply in history. You wonder why Postmeister isn't 6-8 pages long? I have carpal tunnel syndrome so bad you can actually see the bones at the base of my fingers sticking right out the back of my hand. And you want 4 more pages? PAH! I give and give and give and it's NEVER ENOUGH! Great letter, Tony, thanks!



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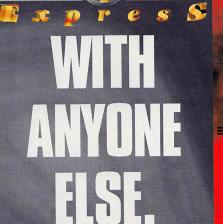
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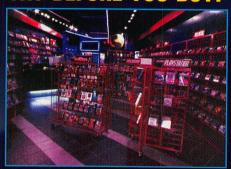




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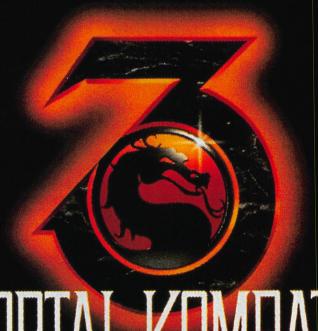
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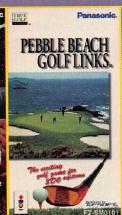


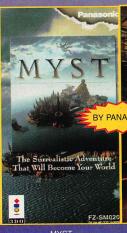
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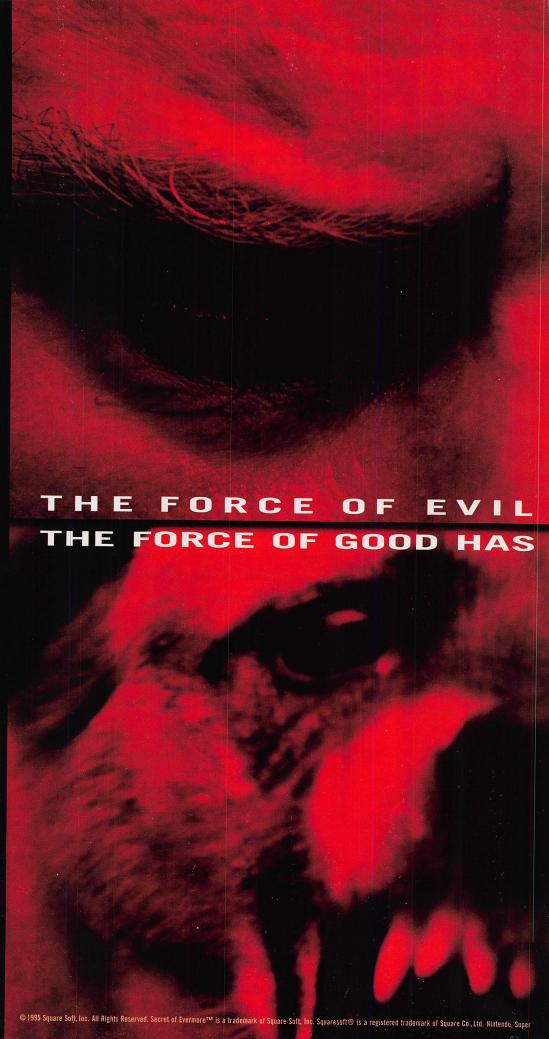
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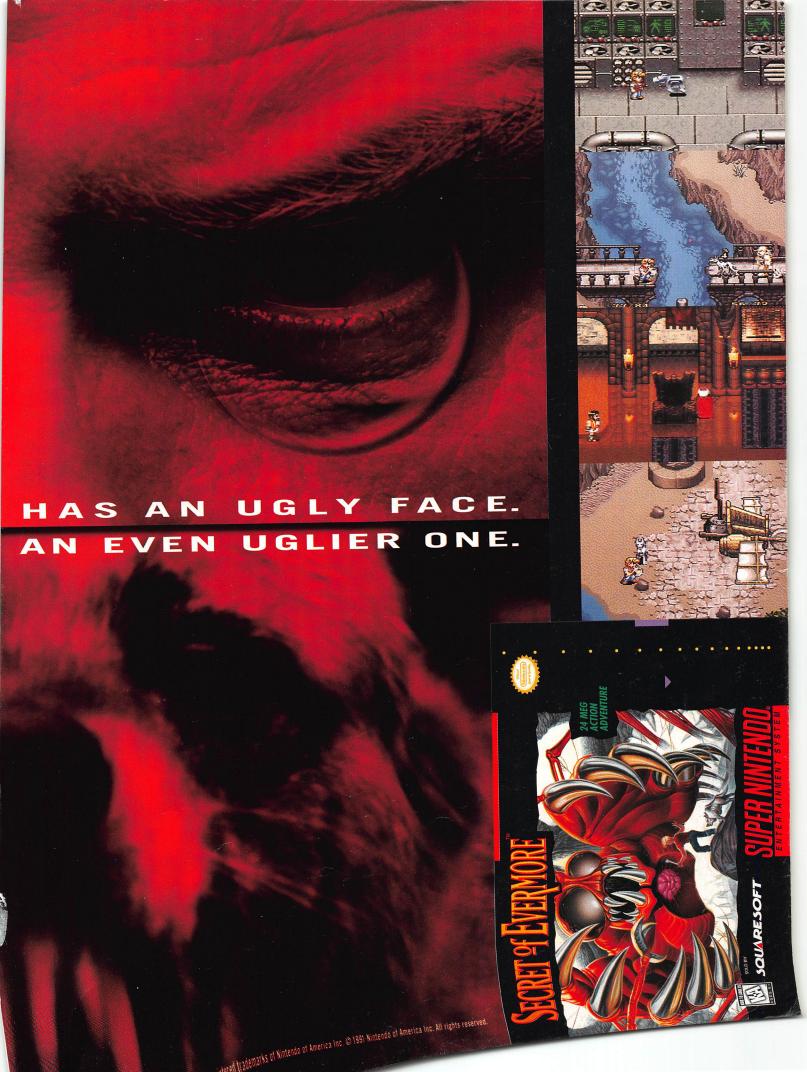
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